

Game Writer | Narrative Designer

Specializes in lore, character development, in-game dialog and designing mechanics that create cohesion between storytelling and player experience. Brings an enthusiastic, detail-oriented mindset to projects that enables high adaptability to change without sacrificing quality or depth. This, paired with skill in-engine and a collaboration-forward approach to cross-functional work, contributes to being a highly effective teammate who can get in the trenches of implementation, fostering healthy distribution of work and accelerated timelines to launch.

Areas of Expertise

Game Writing | Narrative Design | Design Documentation | Cross-functional Collaboration | Game Design | Strategic Communication | Pitch Development | Strategic Planning | Agile | Design Thinking | Budget & Resource Management | Unity | Yarnspinner

Industry Experience

Associate Narrative Designer – Unannounced Game | Full Mithril Jacket, New York, NY

2025

Supported the narrative team in developing story arcs, dialogue, and characters while coordinating across departments to integrate narrative into gameplay.

- **Narrative Development:** Assisted in creating dialogue, characters, and world-building reference materials.
- **Editing & Proofing:** Reviewed and refined narrative content for consistency and quality.
- **Cross-Functional Collaboration:** Coordinated with writers, designers, and developers to align story with gameplay.
- **Project Coordination:** Organized narrative tasks, tracked deadlines, and maintained story documentation.

Game Writer/Narrative Designer – Action RPG | Packrunner Games, New York, NY

2024-2025

Collaborated across disciplines to pitch a compelling game concept, develop rich lore, and integrate narrative with design, ultimately helping our team advance to the final round of applicants in an incubator program.

- **Concept Pitching:** Pitched ideas for lore, story arcs and gameplay to other departments, writers and narrative designers.
- **Narrative Collaboration:** Partnered with game design, art and audio to realize themes, ensure narrative consistency and drive development of mechanics.
- **Characters and Lore:** Documented worldbuilding and lore to create an immersive, engaging world.
- **Incubator Pitching:** Worked with all departments to develop a compelling pitch to receive coaching and mentoring from an incubator program, which propelled the team to the final round of applicants.

Game Writer/Game Designer – Crafting Shop Management | Indie Project, New York, NY

2024

Designed gameplay mechanics, wrote character dialogue and backstories, and implemented scripts in-engine using Yarnspinner for Unity to bring a cozy crafting game to life as part of a bootcamp simulating creation of an indie studio.

- **Mechanic Design:** Collaborated with other writers and designers to develop gameplay mechanics in alignment with cozy crafting themes.
- **Characters and Dialogue:** Wrote backgrounds, character personalities and in-game dialogue to authentically bring the characters to life.
- **In-Engine Implementation:** Utilizing Yarnspinner for Unity, I compiled and troubleshooted scripts to deliver dialogue in-game.

Game Writer – Narrative RPG | Indie Project, New York, NY

2024

Crafted branching dialogue, developed rich characters and lore, and collaborated across disciplines to align storytelling with gameplay, shaping a compelling full-game narrative experience over four days with a 42-person team for Ludum Dare.

- **Branching Dialogue:** Wrote dialogue and designed branching for the post-fight conversation with final boss, resulting in two possible endings and four philosophically driven choices over 46 nodes of dialogue.
- **Character Development:** Wrote character backstories to support development of deep narrative experience.
- **Worldbuilding:** Crafted immersive world with cohesive lore and themes.
- **Story Crafting:** Collaborated with other writers to create the main story arc with a clear, engaging progression.
- **Narrative Design:** Partnered with designers to align mechanics with storytelling, including an alignment system.
- **Creative Leadership:** Contributed to brainstorming and refined project vision collaboratively with Creative Director, Design and Production Leads.

Developed rich backstory, factions, story arcs, and narrative mechanics while collaborating across disciplines to create an immersive and engaging player experience.

- **Lore and Story:** Created lore, backstory, factions, themes and main story arc.
- **Narrative Design:** Partnered with designers to ensure cohesion between mechanics and lore.
- **Mechanic Design:** Developed mechanics for narrative events and tutorialization.
- **Dialogue and Tutorialization:** Wrote dialogue for opening cutscene, tutorial, triggered dialogue and narrative events.
- **Cross-Department Teamwork:** Collaborated cross-functionally with other verticals to develop vision.

Additional Experience

Multiple Positions, Consulting and Experience Design | New York, NY and Washington, DC

2011 to Present

Across Government, Consulting and Finance, designed customer-focused digital experiences, built team capabilities through strategic frameworks, and led Agile, Design Thinking-driven initiatives to optimize customer experiences and improve operational effectiveness.

- **Strategic Design:** Crafted customer-focused digital experiences by aligning business objectives with user needs through strategic planning and design thinking methodologies.
- **Capability Building:** Advanced team capabilities by implementing frameworks, refining research practices, and fostering a culture of knowledge sharing and innovation.
- **Insight-Driven Strategy:** Delivered actionable insights by synthesizing research findings and facilitating workshops that informed strategies and optimized customer journeys.
- **Agile Project Management:** Led multidisciplinary teams to execute complex projects, leveraging Agile methodologies to ensure timely, high-quality outcomes.

Affiliations

Member, International Game Developers Association (IGDA), 2025-Present

Student Alumni, Indie Game Academy, 2024-Present

Administrator, New York Anjunafamily (Dance Music Facebook Community), 2019-Present

Education

Virginia Tech, Bachelor of Arts in Communications, Cum Laude | Minor in Leadership and Social Change

Indie Game Academy (IGA)

Level 3 Graduate

Game Writing, Narrative Design // IGA Level 3 Certification of Graduation Certificate

Level 2 Graduate

Game Design, Game Programming // IGA Level 2 Certification of Graduation Certificate

Level 1 Graduate

Game Design, Game Programming, Narrative Design, Game Writing // IGA Level 1 Certification of Graduation Certificate

edX

University of British Columbia VGWR104: Worldbuilding for Video Games

University of British Columbia VGWR103: Writing Video Game Scenes and Dialogue

University of British Columbia VGWR102: Writing Video Game Characters

University of British Columbia VGWR101: Video Game Writing Essentials

Rochester Institute of Technology GAME101x: Video Game Design History

Lynda.com

Foundations of Programming Fundamentals