

## Game Writer | Narrative Designer

Specializes in worldbuilding, 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-Present**

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 – Arcade Action/Comedy | Indie Project, New York, NY

**2025**

Pitched the core concept and served as the sole narrative lead for a 21-person team during a 96-hour sprint, contributing to a #22 overall ranking and #89 in Narrative (Top 1%) out of 9,500+ entries.

- **IP Development:** Pitched and developed the original IP to establish the creative direction to facilitate alignment of execution across the team within a rapid development cycle.
- **Narrative Design:** Authored lore justifications for core gameplay mechanics to integrate player movement and actions with the story world.
- **Dialogue Writing:** Authored all cinematic scripts and in-game dialogue, utilizing a specific comedic tone to drive the narrative.
- **Character Development:** Defined narrative profiles and "voices" for the game's cast to ensure consistent characterization across all story beats.
- **UX & Marketing Writing:** Produced tutorial copy and marketing materials for the project launch to facilitate player onboarding and maintain thematic consistency.

### Game Writer/Narrative Designer – Psychological Horror | Indie Project, New York, NY

**2025**

Established the original IP and narrative systems for a 23-developer team during a 13-day sprint, delivering a high-fidelity horror experience with 30 minutes of gameplay.

- **IP & Character Development:** Wrote the foundational lore, worldbuilding, and protagonist profiles to establish the narrative foundation for the project.
- **Systems Design:** Designed a deduction-based investigative system and 9 unique entity types, mapping narrative traits to gameplay triggers to drive core loops.
- **Technical Documentation:** Produced narrative-technical specifications defining entity behaviors and lore-aligned tool mechanics to guide engineering and design.
- **Cross-Functional Collaboration:** Partnered with art and design teams to ideate investigation tools, ensuring each item provided both mechanical utility and narrative flavor.

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

**2024-2025**

Collaborated across disciplines to pitch a compelling game concept and develop rich lore, advancing the team to the final round of applicants in a competitive incubator program.

- **Concept Development & Worldbuilding:** Partnered with game design, art, and audio to establish core gameplay pillars and original lore while collaborating on the design of the core game loop.
- **Concept Pitching:** Pitched narrative arcs and conceptual pillars to internal departments and developed external proposals that propelled the project to the incubator program's final selection phase.

## 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:** Developed and refined project vision with Creative Director, Design and Production Leads.

## Game Writer/Narrative Designer – Strategy/3x3 Tactics | Indie Project, New York, NY

2024

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

Led cross-functional initiatives across diverse, high-stakes sectors to design and deliver digital experiences and improve team workflow efficiency. Utilized **Strategic Design** and **Design Thinking** to align project goals with user needs, crafting **Insight-Driven Strategies** that shaped the end-to-end journey. Advanced team capabilities through **Strategic Frameworks** while leveraging **Agile Project Management** to lead multidisciplinary teams in executing complex, high-quality projects on tight production schedules.

## Affiliations

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

Student Alumni, Indie Game Academy, 2024-Present

Alumni, The Narrative Department, 2025-Present

## Education

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

**The Narrative Department**, Game Writing Masterclass

**Indie Game Academy (IGA)**, Graduate, IGA Levels 1-3 | IGA Certification of Graduation Certificates (Levels 1-3)

**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