

Game Writer | Narrative Designer

Specializes in IP and character development, quest design, in-game dialogue, and 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 | Quest and Mission Design | In-Game Dialogue | IP and Character Development | Branching Dialogue | Narrative Systems | Design Documentation | Implementation-Ready Deliverables | State Variables and Logic | Unity | Yarn Spinner | Arcweave | Cross-Functional Collaboration | Strategic Communication | Pitch Development | Agile Project Management

Industry Experience

Game Writer and Narrative Designer | Smile More Productions | Remote, New York, NY 2026-Present

Executed hands-on writing and narrative design across four games in concurrent development; selected as Lead Writer on a high-stakes project to drive an on-time Alpha build that secured publisher approval and unlocked the game's next round of funding.

- **Project Leadership and Milestone Delivery:** Served as Lead Writer for a title under funding-critical constraints, managing stakeholder communications and deliverable sign-offs, coordinating cross-disciplinary teams, and driving key milestones.
- **Story Development and Dialogue Writing:** Authored dialogue scripts, character profiles, and story arcs, crafting distinct character voices while maintaining strict alignment with the overarching narrative vision across key story beats.
- **Technical Implementation and Narrative Systems:** Translated dialogue scripts into narrative system documentation and integrated assets in-engine via Yarn Spinner for Unity, enabling seamless cross-discipline handoffs.
- **Worldbuilding and Cultural Research:** Conducted historical research on post-Civil War American culture and edited dialogue copy to ensure authentic regional dialect and tone consistency across narrative assets.
- **Transmedia Writing and IP Content:** Authored tie-in comic scripts and expanded short stories to enrich world lore, support out-of-game marketing initiatives, and drive player engagement.

Narrative Designer and Producer | Full Mithril Jacket | Remote, New York, NY 2025-Present

Partnered with the Creative Director on an unannounced title to synthesize raw concepts into pitch-ready frameworks while managing early studio production, transitioning the project into an investor-ready state for prototype funding.

- **Studio Production Operations:** Directed early studio operations, pre-production milestone tracking, and cross-discipline workflows to maintain project momentum and prepare for prototype development.
- **Concept Pitching and Investor Readiness:** Developed foundational pitch decks, story concepts, and presentation materials, framing core features and project vision to pitch investors for prototype funding.
- **Worldbuilding and Story Strategy:** Authored structured world bibles, lore frameworks, and character profiles, organizing fragmented concepts into a cohesive narrative foundation with defined faction dynamics and story arcs.
- **Game Design Documentation:** Collaborated with the Creative Director to iterate gameplay concepts into clear design documentation, unifying the team around the vision to enable pitch development and cross-discipline collaboration.

Game Writer and Narrative Designer | Arcade Action/Comedy Indie Project | Remote, New York, NY 2025

Pitched the core concept and served as the sole narrative lead for a 21-person team during a 96-hour game jam, 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, establishing the creative direction to align team execution and drive player immersion during a rapid development cycle.
- **Dialogue Writing and Character Development:** Authored all cinematic scripts and in-game dialogue, utilizing a specific comedic tone and distinct character voices to ensure consistency across 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 and Narrative Designer | Psychological Horror Indie Project | Remote, New York, NY 2025

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

- **IP and Character Development:** Authored the narrative brief and character profiles to establish the project's creative foundation.

- **Narrative Systems Design:** Designed a deduction-based investigative system, 9 unique entity types and investigation tools, mapping narrative traits to gameplay triggers to drive the core game loop.
- **Narrative Design Documentation:** Produced documentation defining entity behaviors and lore-aligned tool mechanics to guide engineering and design.

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

2024

Authored overarching narrative and branching dialogue as part of a 42-person team during a 4-day Ludum Dare game jam, delivering a 30-minute choice-driven RPG experience driven by player choice and alignment mechanics.

- **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.
- **IP and Character Development:** Developed the main antagonist, world lore, and character backstories, authoring narrative briefs to align writers and leads on main story arcs.
- **Cross-Discipline Collaboration:** Partnered with designers and project leads to connect mechanics with storytelling, including a player alignment system.

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

2024

Designed narrative event systems and wrote dialogue for a 9-person team during a 2-week self-directed sprint, delivering a 3x3 strategy tactics experience featuring choice-driven player events.

- **IP Development:** Created world lore, factions, characters, and story arcs to inform design, narrative, art, and audio.
- **Narrative Design:** Designed a choice-driven events system to drive player agency, emergent narrative, and replayability.
- **Cutscene and Dialogue Writing:** Wrote scripts for cutscenes, story-driven events, and in-game dialogue.
- **Tutorialization and Onboarding:** Wrote onboarding dialogue and tutorial text in collaboration with design leads to introduce core game mechanics.

Additional Experience

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

2011 to 2026

Led cross-functional initiatives across high-stakes sectors to design complex digital experiences and optimize team workflows. Applied **user research** and **experience design** principles to translate high-level creative vision into actionable project requirements, **aligning multidisciplinary leads** around core user goals. Leveraged **Agile project management** to lead cross-discipline teams, **manage scope**, and execute high-quality deliverables on **aggressive production timelines**.

Affiliations

Member, International Game Developers Association (IGDA), 2025-Present
 Alumni, Game Design Skills, 2025-Present
 Alumni, The Narrative Department, 2025-Present
 Alumni, Indie Game Academy, 2024-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