

Professional summary

Creative video game screenwriter with experience crafting engaging, interactive narratives for AAA games and indie developers. Proficient in writing compelling dialogue, developing branching storylines, and creating immersive worlds that enhance player experience and engagement.

Experience

Lead Narrative Designer

March 2022 - Now
Epic Game Studios / Seattle, WA

- Lead the writing team for a critically acclaimed AAA RPG, responsible for creating the main storyline, side quests, and character dialogue.
- Develop character backstories, dialogue trees, and narrative pacing to enhance the player's emotional connection to the game world.
- Collaborate closely with game designers, artists, and programmers to ensure the narrative is integrated with gameplay mechanics.
- Assist in adapting the narrative based on feedback from playtests to ensure player immersion and story engagement.

Narrative Designer

August 2017 - February 2022
Indie Game Studios / Seattle, WA

- Wrote interactive narratives and branching storylines for multiple indie games, with a focus on player choice and consequence.
- Developed dialogues and character interactions for narrative-heavy games in the adventure and puzzle genres.
- Worked closely with voice actors to bring characters to life, ensuring consistency and emotional depth in performances.
- Ensured narrative coherence and continuity across different levels and character arcs in games.

Projects

- "Chronicles of the Forgotten Realms" – Lead Narrative Designer, Epic Game Studios, 2023
- "Echoes of the Past" – Narrative Designer, Indie Game Studios, 2019
- "The Shattered Kingdom" – Narrative Designer, Indie Game Studios, 2021

(736) 128-8767
sarah.lee@gmail.com
United States, Seattle, WA

Education

Bachelor of Arts in Creative Writing
University of Washington
United States, Graduated: May 2017

Certifications

- Game Narrative Design Certification, Gamasutra, Certification Date: October 2020
- Interactive Storytelling for Video Games, Coursera, Certification Date: December 2019

Conferences

- Game Developers Conference (GDC) – 2023, 2022, 2021
- PAX West – 2022, Moderator

Skills

Expertise in non-linear storytelling and branching narratives	◆◆◆◆◆
Proficient in Twine, Celtx, and Telltale's Story Builder	◆◆◆◆◆
Strong dialogue-writing and character development skills	◆◆◆◆◆
Familiar with video game design and mechanics integration	◆◆◆◆◆
Experience with voice acting direction and script adaptation	◆◆◆◆◆