



## NETFLIX (Freelance) - September 2024 – Present

### Netflix Experiences

Design Consultant (Contract) - Freelance consultant on two upcoming projects, both currently under NDA.

## SONY PLAYSTATION - March 2025 – Present

### Insomniac Games

Senior Writer (Contract) - Writing and Narrative design on a AAA project. Details currently under NDA.

## SEGA - March 2024 – Present

### SEGA Internal Studios

Narrative Consultant (Contract) - Unannounced Title

- Writing and Narrative Design support for an unannounced title.
- Responsible for writing all cinematics and dialogue.
- Overseeing a team of junior writers.
- Collaborating with the game director and lead producer to deliver content on time and within scope.

## ELVTR - January 2024 – Present

### “Become a Game Writer”

Instructor

- Developed a syllabus for a 6-week online course for aspiring game writers and narrative designers.
- Presented lectures and facilitated workshops for 100 students twice a week.
- Moderated a group Discord, facilitating a vibrant, diverse, and positive community of collaborators.

## NETFLIX GAMES - March 2022 – February 2024

### Night School Studios

Lead Narrative Designer - Unannounced Title

- Collaborated with the Lead Engineer to design, author, and implement a highly-stylized contextual dialog system in Unity.

- Built and maintained the narrative pipeline, from scripts to scratch VO, localization, implementation, timing changes and script revisions.
- Wrote outlines and scripts, and collaborated with the Design Director and Lead Writer to weave storytelling into our core loop gameplay.

## SONY PLAYSTATION - May 2015 - February 2022

### **Santa Monica Studios**

#### Senior Writer/Narrative Designer – “God of War: Ragnarök”

- Writing and narrative design on the sequel to 2018’s God of War.
- Wrote main path and exploration content for Alfheim, Vanaheim, Helheim and Asgard.
- Ensured design and art aligned with the Narrative Director’s vision for the story.

#### Writer/Narrative Designer – “God of War”

- Wrote all side quests, journal entries, combat banter and exploration content.
- Designed and implemented an adaptive combat banter system.
- Collaborated with the design team to develop memorable side quests.
- Directed voice over sessions for combat banter.
- Coached voice actors for Ancient Norse combat banter.

### **Guerrilla Games**

#### Writer – “Horizon: The Forbidden West”

- Wrote quests, exploration and other in-game features.
- Maintained continuity between lore documentation, narrative outlines and scripts to ensure other departments’ work aligns with the game’s narrative.

### **Product Development Services Group**

#### Talent Casting and Dialog Coordinator – Multiple Titles

- Coordinated Mocap and Voiceover auditions for Sony titles, including:
  - Days Gone, Spiderman, God of War, Death Stranding
- Booked talent, negotiated rates with talent agencies, and processed talent paperwork.

## FREELANCE

### **Amazon Games**

#### Consultant – Unannounced Title (MMORPG) - February 2022

- Worldbuilding, Script Writing, and Story Bible for a new IP.

#### Consultant – Unannounced Title (MOBA) - March 2022

- Worldbuilding for a new IP.

## ACTIVISION - April 2014 – May 2015

### Sledgehammer Games

Senior Dialog Coordinator – “Call of Duty: Advanced Warfare”

- Maintained script continuity between writers, level designers and cinematics.
- Casted actors, directed VO sessions, tracked the recordings, and coordinated with localization to manage assets.

## 2K GAMES - September 2011 – April 2014

Audio Engineer/Consultant – Various Titles

- Assisted with writing, casting, recording, editing and dialog implementation at the following studios:

DIGITAL EXTREMES:	Dialog Editor	The Darkness 2
FIRAXIS:	Dialog Supervisor	XCOM: Enemy Unknown
2K MARIN:	Dialog Supervisor	The Bureau – XCOM Declassified
TURTLE ROCK:	Audio Implementer	Evolve

## TECHNICOLOR INTERACTIVE - June 2009 – March 2010

Production Assistant, Editor – Various Titles

- Assisted and edited VO sessions for multiple AAA game titles, including Mass Effect 2, Uncharted 2, Bulletstorm, Ghost Recon: Future Soldier and Gears of War 3.

## EDUCATION

Savannah College of Art & Design, BFA in Sound Design, June 2009

References Available Upon Request