



MICHAEL ANDERSON

Senior Narrative Designer

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SUMMARY

Visionary Narrative Designer with over a decade of experience in crafting immersive storytelling experiences across various media. Expertise in developing compelling narratives that engage audiences and enhance gameplay. Proven ability to collaborate with multidisciplinary teams to deliver high-quality content that aligns with project goals and timelines. Adept at utilizing narrative frameworks and character development techniques to create rich lore and engaging plotlines.

WORK EXPERIENCE

Senior Narrative Designer Epic Games

Jan 2023 - Present

- Developed narrative arcs for multiple AAA titles, enhancing player engagement.
- Collaborated with game designers and artists to create cohesive storytelling elements.
- Led narrative workshops to align team vision and foster creativity.
- Utilized player feedback to refine story elements and improve overall gameplay experience.
- Conducted narrative analysis to identify trends and player preferences.
- Mentored junior writers, providing guidance on narrative techniques and industry standards.

Narrative Consultant Ubisoft

Jan 2020 - Dec 2022

- Advised on narrative structure for new game concepts, ensuring alignment with brand identity.
- Conducted workshops to enhance team skills in narrative design and storytelling.
- Analyzed existing narratives to propose enhancements and expansions.
- Collaborated with marketing teams to create narratives that support promotional campaigns.
- Provided insights based on player feedback to guide narrative adjustments.
- Assisted in the development of pitch materials for new game projects.

EDUCATION

Master of Fine Arts in Creative Writing, University of Southern California

Sep 2019 - Oct 2020

ADDITIONAL INFORMATION

- Technical Skills:** narrative design, storytelling, character development, audience analysis, game design, team collaboration
- Awards/Activities:** Awarded Best Narrative Design at the Game Developers Choice Awards 2022.
- Awards/Activities:** Successfully launched three best-selling titles with strong narrative elements.
- Awards/Activities:** Implemented a new narrative feedback system that increased player satisfaction scores by 30%.
- Languages:** English, Spanish, French