



MICHAEL ANDERSON

LEAD NARRATIVE DESIGNER

CONTACT

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- San Francisco, CA

SKILLS

- interactive storytelling
- scriptwriting
- dialogue creation
- player engagement
- character arcs
- world-building

LANGUAGES

- English
- Spanish
- French

EDUCATION

BACHELOR OF ARTS IN ENGLISH
LITERATURE, UNIVERSITY OF
CALIFORNIA, BERKELEY

ACHIEVEMENTS

- Recipient of the Writers Guild of America Award for Outstanding Achievement in Video Game Writing.
- Contributed to games that received over 90% on Metacritic.
- Increased narrative-driven player retention rates by 25% through innovative storytelling techniques.

PROFILE

Dynamic Narrative Designer with a robust background in interactive storytelling and scriptwriting for video games. Exceptional proficiency in creating engaging narratives that not only captivate players but also enhance gameplay mechanics. Strong expertise in character development and dialogue writing, ensuring that every interaction contributes to the overarching story. Demonstrated success in collaborating with diverse teams to integrate narrative seamlessly into gameplay and user experience.

EXPERIENCE

LEAD NARRATIVE DESIGNER

Telltale Games

2016 - Present

- Oversaw narrative development for episodic game series, ensuring consistent quality across episodes.
- Developed character arcs and dialogue options that influenced player choices and outcomes.
- Collaborated with artists and designers to create visually compelling narrative experiences.
- Conducted player testing sessions to gather feedback on narrative effectiveness.
- Implemented a branching narrative system that increased player engagement by 40%.
- Facilitated team brainstorming sessions to foster innovative storytelling ideas.

NARRATIVE WRITER

BioWare

2014 - 2016

- Crafted engaging dialogue and storylines for role-playing games, focusing on character depth.
- Collaborated with design teams to align gameplay mechanics with narrative elements.
- Participated in world-building sessions to create immersive game universes.
- Analyzed player feedback to refine story elements and improve player experience.
- Wrote and edited narrative scripts, ensuring clarity and emotional impact.
- Developed lore documentation to guide narrative consistency across projects.