

MICHAEL ANDERSON

Narrative Designer

- San Francisco, CA
- (555) 234-5678
- michael.anderson@email.com

Experienced Narrative Designer with a focus on crafting narratives for simulation and strategy games. Demonstrated ability to create complex storylines that enhance gameplay depth and player engagement. Strong analytical skills utilized to assess player interactions and preferences, ensuring narratives resonate with diverse audiences. Proven track record of collaborating with designers and developers to seamlessly integrate narrative elements into gameplay.

WORK EXPERIENCE

Narrative Designer | Paradox Interactive

Jan 2022 – Present

- Created intricate narratives for simulation games, enhancing player immersion and decision-making.
- Worked closely with game designers to ensure narrative alignment with gameplay mechanics.
- Conducted research on player behavior to inform narrative design choices.
- Developed character and world-building elements that enriched gameplay.
- Participated in iterative testing to refine narrative content based on player feedback.
- Contributed to the narrative design of award-winning titles recognized for storytelling excellence.

Narrative Writer | Firaxis Games

Jul 2019 – Dec 2021

- Assisted in developing narratives for strategy games, focusing on player choice and consequence.
- Collaborated with artists to create visual storytelling elements that supported narratives.
- Wrote and edited dialogue that enhanced character development and player connection.
- Analyzed player feedback to improve narrative effectiveness and engagement.
- Developed lore documentation to maintain narrative consistency across projects.
- Participated in cross-functional meetings to align narrative goals with game design.

SKILLS

simulation games

narrative integration

player analytics

character development

iterative testing

cross-functional collaboration

EDUCATION

Bachelor of Arts in Game Development

2015 – 2019

University of Michigan

ACHIEVEMENTS

- Increased player engagement by 30% through compelling narrative design in simulation titles.
- Contributed to games that received critical acclaim for their storytelling.
- Recognized for excellence in narrative design at the Game Awards 2020.

LANGUAGES

English

Spanish

French