MA

MICHAEL ANDERSON

Narrative Designer

☎ CONTACT

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🎓 EDUCATION

Bachelor of Arts in Game Design

University of Interactive Media

2016-2020

★ SKILLS

- Game Narrative
- Story Development
- Character Design
- Dialogue Writing
- Player Engagement
- World-Building

🗛 LANGUAGES

- English
- Spanish
- French

Creative narrative writer with a passion for crafting immersive experiences in the gaming industry. Extensive experience in developing storylines that enhance gameplay and player engagement. Proven ability to collaborate with game designers and developers to create cohesive narratives that align with game mechanics. Skilled in character development, world-building, and dialogue writing, ensuring rich and engaging player experiences.

💼 WORK EXPERIENCE

Narrative Designer   2020-2023

Epic Game Studios

- Developed intricate narratives for multiple gaming titles, enhancing player immersion.
- Collaborated with designers to ensure narrative alignment with game mechanics.
- Conducted player feedback sessions to refine narrative elements.
- Created character backstories that enriched gameplay experiences.
- Participated in brainstorming sessions to innovate narrative techniques.
- Wrote dialogue scripts that resonated with target audiences.

Scriptwriter   2019-2020

Indie Game Developers

- Crafted engaging storylines for indie games, focusing on player choice and consequence.
- Worked closely with developers to integrate narrative into gameplay.
- Utilized player feedback to enhance narrative structure and pacing.
- Developed lore and world-building elements that enriched game environments.
- Conducted research on gaming trends to inform narrative approaches.
- Participated in game testing to assess narrative impact on player experience.

★ ACHIEVEMENTS

- Contributed to a game that won 'Game of the Year' at the International Game Awards.
- Increased player retention rates by 30% through innovative storytelling.
- Successfully developed narratives for 5+ critically acclaimed indie games.