

ALEXANDRA M. LUCAS

Game Writer & Narrative Designer

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ACHIEVEMENTS

- **Awards:**
 - The Dark Sire Creative Award (Psychological Realism) for "In the Deep" | **2022**
 - Merit Award, Sue C. Boynton Poetry Contest, for "Leftover" | **2020**
 - Platinum Award, GDC Game Narrative Review Competition | **2015 & 2016**
- **Selected Short Fiction Publications:**
 - "Soldiers Like Us," *HamLit: Life Expectancy* | **2023**
 - "Sleeping Beauty," *2022 Village Books Writers Corner Anthology* (Borderline Press) | **2023**
 - "A Very Old Friend," *Whatcom WRITES* (Borderline Press) | **2022**
 - "In the Deep," *HamLit: Alter Ego* | **2021**
 - "Cherry," *Whatcom WRITES* (Borderline Press) | **2021**
 - "The Lighthouse Remains," *Coffin Bell: Mythopoeia* | **2020**
 - "With You," *HamLit: Second Place* (HamLit.org) | **2020**
- **Selected Chapter Contributions:**
 - *Love & Electronic Affection* (CRC Press) | **2020**
 - *Encyclopedia of Sexism in American Films* (Rowman & Littlefield Publishers) | **2019**
 - *Digital Love: Romance & Sexuality in Games* (Taylor & Francis) | **2017**
- **Mentee:**
 - IGDA Next Gen Leader-Virtual Exchange | **2023**
 - ArenaNet Game Narrative Mentorship Program | **2018**
 - Diversity in Games Alliance, Amplifying New Voices | **2017**
- **Speaker: Game Developers Conference**
 - *Have Laptop, Will Telecommute; Building Inclusive Studio Culture* | **2019**
 - *Beyond Blue-Skinned Space Babes; Q&A for New Writers; Advocacy Microtalk* | **2018**
 - *Get Noticed & Get Hired* | **2017**
 - *IGDA Serious Games Roundtable* | **2016–2018**
- **Speaker: PAX Dev & PAX Online**
 - *Online: DigiPen Discord AMA: Diversity & Inclusion* | **2020**
 - *Dev: Represent & Retain* | **2019**
 - *Dev: How Disney Emoji Blitz Combats Anxiety* | **2018**
 - *Dev: The Triple Goddess in Mass Effect* | **2017**
 - *Dev: Oh, the Humanities!* | **2016**
- **Speaker: GeekGirlCon**
 - *Bringing Gender Identity from SF Lit to Game Dev* | **2017**

ORGANIZATIONS

- IGDA Global Mentor; Wellesley Mentor
- AmeriCorps VISTA, Mpls, MN, 2010–2011

GAME & TECH DEVELOPMENT

STOIC (Towerborne)

Narrative Designer • [May 2022–Sept 2023]

- Developed overarching lore, quests, and NPC backgrounds
- Wrote dialogue, background chat bubbles, and quest outlines
- Implemented narrative content using proprietary tools
- Collaborated with multiple teams to ensure narrative cohesion

CRAZY MAPLE STUDIO (Chapters)

Narrative Designer • [Sept 2020–Apr 2022]

- Worked with writers, art, QA, and implementation to adapt romance novels into interactive novels in *Chapters* app
- Developed strong narratives and monetization opportunities
- Selected: *The Dark Ones*; *Tempting the Bodyguard*; *Trial by Fire*

INDEPENDENT

Game Writer & Narrative Designer • [Sept 2018–present]

- Develop characters, narratives, worlds, and other IP for books, TV, games, and other media for various clients
- Projects: fantasy novel; YA book series; *Tarte Tales*

IMMERSED GAMES (Tyto Online)

Game Writer (contract) • [Sept 2016–Jan 2019]

- Wrote interactive dialogue in Inklewriter, designed quests with proprietary tools, and created NPCs for *Tyto Online*
- Wrote linear dialogue & storyboarded cinematics (2 min)
- Documented metrics to ensure inclusive representation

MICROSOFT CORTANA CCC TEAM/MAQ CONSULTING

Content Writer (contract) • [Nov 2016–Sept 2018]

- Wrote & edited Cortana responses according to brand voice
- Analyzed data to optimize professional and fun engagement
- Devised methodology for evaluating Cortana response relevance & appropriateness

LIVE STORIES

Writer & Narrative Designer (contract) • [Feb 2018–July 2018]

- Designed narrative, created characters, & wrote dialogue for mobile interactive novels
- Shipped May 2018 (Chap 1): *Remember Me*; *Sunflower*

EDUCATION

DIGIPEN INSTITUTE OF TECHNOLOGY

Coursework toward B.A., Game Design • [2012–2016]

- Team games/PAX West: *Relic*, *Miraculous*, *Lightmare*

WELLESLEY COLLEGE

B.A., French & English (Creative Writing) • [2005–2009]

BRITISH AMERICAN DRAMA ACADEMY

Shakespeare Writing Program in London • [Fall 2007]