

I. Narrative Design & Worldbuilding for AA ARPG *Towerborne* / Stoic Studio

a. Overview of Narrative Contributions

- As Stoic's sole narrative designer, I contributed the following to *Towerborne* over the course of 1.5 years in collaboration with the Principal Creative Designer:
 - o Created major NPCs, formulated their backstories, and assembled a relationship chart to track interpersonal conflict among named NPCs
 - o Regularly contributed to overarching narrative and worldbuilding expansion discussions for both evergreen and seasonal content
 - o Outlined quests, developed backstories, and researched names for all battle companion characters, Umbra
 - o Developed, wrote, and implemented all quest and conversation dialogue for *Towerborne's* Vertical Slice questline (proprietary backend interface; 10 min to complete)
 - o Outlined, created, and implemented internal choose-your-own-adventure stories set in the world of *Towerborne* for internal narrative consumption (Twine; 30 min to complete)
 - o Collaborated with LiveOps team to develop narrative-focused seasonal content
 - o Created documentation to facilitate narrative art requests, NPC overviews, tracking NPC demographic distribution, game writing style guide
 - o Collaborated regularly with concept art, environment art, and combat teams to ensure narrative cohesion across the game
 - o Maintained internal narrative wiki and presented narrative team's work in monthly sprint review PPTs

b. 2023 Xbox Showcase Trailer

- View the official announcement trailer for *Towerborne* [here](#), originally shown at the 2023 Xbox Showcase. The game is slated to ship in 2024.
- In the trailer, you can view several of the major NPCs and Umbra (battle companions) that I helped create and name. You can also view locations and enemies for which I created backstories, including the Grasslands, the Tower (the Belfry), and gobos.

c. 2023 Xbox Extended Showcase Stoic Dev Diaries

- View the Stoic Dev Diaries as part of the 2023 Xbox Extended Showcase [here](#).
- I'm featured briefly at the 1:09-minute mark, speaking about the game's narrative.

d. Stoic Leadership Recommendations

- Visit LinkedIn [here](#) to view statements of recommendation from Stoic leadership, including Game Director Daniel McLaren and Principal Creative Designer Alex Thomas.

II. Narrative Design & Game Writing for Five (5) Shipped Interactive Novels in *Chapters: Interactive Stories App* / Crazy Maple Studio

- Please [download](#) the *Chapters: Interactive Stories* mobile app to play the first chapters of the interactive novels outlined below. I've also included available gameplay links.
- As an FTE narrative designer at Crazy Maple Studio, I developed and shipped each of these 20+-chapter adaptations over the course of three months, working with multiple teams

(writing, art, QA, implementation) to create an engaging narrative and identify monetization moments. I also selected all audio features and managed all special SFX and VFX requests.

- All five interactive novels I shipped earned performance bonuses.

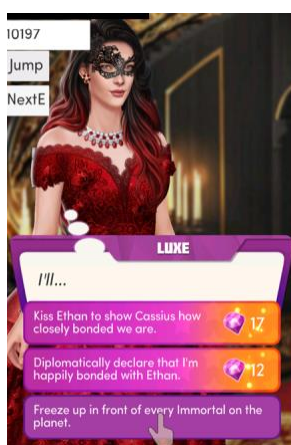
a. **IN Highlights**

1) **Spicy Paranormal Romance: *The Dark Ones***

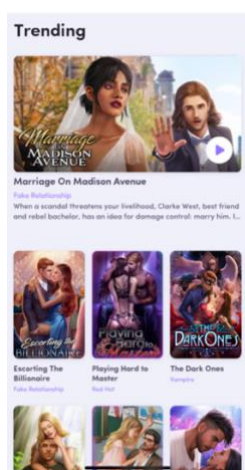
- o Watch gameplay of the first chapter of *The Dark Ones* [here](#).
- o During its original release from September 2021 to October 2021, *The Dark Ones* was consistently in the top five most popular, most read, and most commented-on books in the *Chapters* app.
- o It was also one of the top five performing books in the app of 2021.
- o Earned a 3X performance bonus.
- o 90% written by me.
- o Read about the plot, characters, and dialogue [here](#).



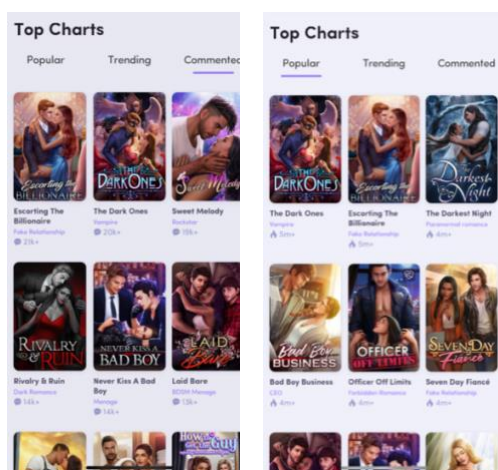
Cover, developed with art team



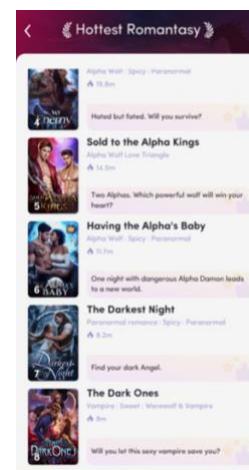
One of the highest-performing premium choice sets



Trending, 10/15/21



Top Charts, 10/15/21 & 11/15/21



#8 on Hottest Romantasy, 9/27/23

b. **Other Shipped INs in *Chapters* App**

1) **Sweet Dad Romantic Suspense: *Trial By Fire***

- o Watch gameplay of the first chapter of *Trial By Fire* [here](#).
- o Earned a 2X performance bonus.

- Read about the plot, characters, and dialogue [here](#).
- 2) **Spicy International Romance: *Unfixable***
 - Watch gameplay of selected premium moments [here](#).
 - Earned a 1X performance bonus.
 - Written entirely by me.
 - Read about the plot, characters, and dialogue [here](#).
- 3) **Spicy Bodyguard Romantic Suspense: *Tempting the Bodyguard***
 - Earned a 2X performance bonus.
 - Read about the plot, characters, and dialogue [here](#).
- 4) **Sweet Reunited College Romance: *Tempting Fate***
 - Earned a 1X performance bonus.
 - Written entirely by me.
 - Read about the plot, characters, and dialogue [here](#).

III. Quest Design & Documentation: Speculative Quest Outlines

- **Note:** The following content is purely speculative. I created these outlines to demonstrate that I can create practical narrative design documentation.
- a. **Set in *Elder Scrolls V: Skyrim***
 - Please read my speculative *Skyrim* quest, “My Sister’s Keeper,” [here](#).
 - When developing this mission, I was intrigued by the idea of two Daedra, Azura and Nocturnal, being sisters and wanted to explore what that might look like in-game.
- a. **Set in *Dragon Age: Inquisition***
 - Please read my speculative *DAI* quest, “The Gift,” [here](#).
 - When developing this questline, I wanted to explore the origins of the *Dragon Age* universe’s first in-game, openly trans-masc character, Krem.

IV. Published Prose: Assorted Short Stories

- a. Highlight: “With You”
 - Please read “With You” on HamLit.org [here](#).
 - When writing this short story, I started with the classic concepts of a deal with the devil and the things that can go wrong when one wishes for immortality.
- b. Other short stories published by HamLit
 - [“Soldiers Like Us”](#)
 - [“In The Deep”](#) (2022 Dark Sire Award winner, [Psychological Realism](#))
 - [“Harmony”](#)
- c. Short story published by Coffin Bell Journal
 - [“The Lighthouse Remains”](#) (2022 Dark Sire Award finalist, [Gothic Fiction](#))

V. Screenwriting/Dialogue: Speculative Mech-Based Science Fiction Game

- **Note:** The following content is purely speculative. I created it as a sample of writing for a game with a sci-fi setting and battle-ready mechs.

a. **Character Descriptions**

i. **Commander Astra Kovacic**

The intrepid commander of the Starship Toulouse, Astra Kovacic has spent her life pursuing a military career and exceeding expectations. The petite master strategist is committed to maintaining order, even at the expense of social pleasantries. Her parents vanished on an exploratory mission when she was a child, so Astra routinely requests missions to remote sectors of the galaxy in hopes of locating them. Despite her hardened exterior, Astra has a soft spot for cute cuddly creatures, including her pet guinea pig, Chomper, and her pompadoured crewmate, Dr. Mateo “Gonzo” Gonzales.

ii. **Liaison Officer Yash Devi**

The first Toulouse crew member to greet every visiting ambassador is the charming liaison officer, Yash Devi. Although his superiors wish he would take his role more seriously, the lanky Yash has a penchant for using humor to put both friend and foe at ease. Despite his laid-back demeanor, Yash is fiercely loyal to his loved ones, only joining the Toulouse after he secured onboard residence for his parents and his inquisitive 8-year-old daughter, Indira.

iii. **Dr. Mateo “Gonzo” Gonzales**

Break an arm? Unexplained space flu got you down? The Toulouse crew’s in good hands with Dr. Mateo “Gonzo” Gonzales onboard. Everyone in his weightlifting group calls him “Gonzo,” about which he’s pretty stoked. Obsessed with cleanliness and nutrition, Gonzo is known across the galaxy for creating a decontamination spray that also provides the user with their daily vitamins. When he’s off-duty, Gonzo works on his tan and courts Commander Astra Kovacic. He hasn’t eaten gluten in five years, and, much to everyone’s chagrin, he insists on telling everyone about it.

b. **Scene 1:**

LIAISON OFFICER YASH DEVI

I had you, you know. I was on track to pedal 5k four whole seconds before you!

DR. MATEO “GONZO” GONZALES

I dunno about that, bro, but, uh, congrats on knocking your cycle off its hinges and shredding the fuse box.

LIAISON OFFICER YASH DEVI

It’s just one teeny collision and one tiny single-sector power outage. I’m sure no one’s even noticed.

COMMANDER ASTRA KOVACIC

Devi! Gonzales! At attention, wherever the blazes you are.

LIAISON OFFICER YASH DEVI

Heeey, Commander Kovacic—how’s your guinea pig? Chipper, right? So glad you decided to swing by the gym—

COMMANDER ASTRA KOVACIC

That’s Chomper, Mr. Devi. Now what exactly did you hope to achieve by taking your stationary bike on its first mobile excursion into this section’s power relay?

LIAISON OFFICER YASH DEVI

I prefer the term “liberating,” commander.

COMMANDER ASTRA KOVACIC

Perhaps it would be best if we “liberated” this ship of your disruptive presence?

DR. MATEO “GONZO” GONZALES

Liaison Officer Devi and I were pushing our bods to the limit for, like, honor, sir. Astra. Ma’am.

LIAISON OFFICER YASH DEVI

“Astra.” Nice.

COMMANDER ASTRA KOVACIC

“Commander” will do nicely, doctor. The electricity may not return for hours, but when it does, I—oh it’s back. Wasn’t expecting that.

DR. MATEO “GONZO” GONZALES

Don’t sweat it, commander. We’ll get this place totally squeaky clean in time for tonight’s BicepTricepPalooza.

COMMANDER ASTRA KOVACIC

How very fortunate for all affected. Back to your posts, all; the government isn’t paying us to lollygag.

c. Scene 2:

COMMANDER ASTRA KOVACIC

Fanfare’s over, lights are back up, now what’s so bloody important that you uprooted your cycle into the fuse box?

LIAISON OFFICER YASH DEVI

The sweetest prize of all.

COMMANDER ASTRA KOVACIC

Clarify. Less perilous patrols? A reprieve from your more strenuous training exercises?

DR. MATEO "GONZO" GONZALES

No way! You know I'll always give 110%, commander.

LIAISON OFFICER YASH DEVI

Does she? Know that, I mean.

COMMANDER ASTRA KOVACIC

You may technically be at ease, Mr. Devi, but tread lightly. Our personal time is our own.

DR. MATEO "GONZO" GONZALES

Can we just cruise past this? It's almost time for my mid-day spinach cleanse. Gotta stay GF. That's "GF" for—

COMMANDER ASTRA KOVACIC

Yes, gluten-free, we're aware. Now out with it. The approach to our upcoming ambassadorial summit won't plot itself.

LIAISON OFFICER YASH DEVI

You heard the man, let's move on. I mean, aren't we all just stationary bikes knocking out the power of self-doubt in—

DR. MATEO "GONZO" GONZALES

We were racing for pudding, OK? Chocolate, artificial, gnarly pudding! Now you know my unhealthy shame!

LIAISON OFFICER YASH DEVI

What? It was the last one!

COMMANDER ASTRA KOVACIC

We're done here. Dr. Gonzales, I trust we shall discuss, um, other very important matters later this evening?

LIAISON OFFICER YASH DEVI

Can I tag along?

COMMANDER ASTRA KOVACIC & DR. MATEO "GONZO" GONZALES

Never.

VI. Dialogue: Scene from Speculative Chapter & Season in ArenaNet's *Guild Wars 2*

- **Note:** The following content is purely speculative. I created it under the guidance of ArenaNet narrative leadership while I was participating in ArenaNet's 2018 Narrative Mentorship Program.

SCENE 01: I HAVEN'T SEEN THAT SINCE...

SCENE DESCRIPTION: The Player Character (PC) enters Amlax's shop in the remote Metrica Province to inquire about a bounty for the recovery of a "strange artifact."

AMLAX

Couldn't resist the call to chaos, eh?

PC

I'm just here to see an asura about a magical artifact.
And get paid. You Amlax?

AMLAX

Indeed I am. Hmm...at least you look more durable than
the last bounty hunter, may they rest in peace.

PC

Do you want me to do this or not?

AMLAX

Fine, fine. To the point, then.

Amlax gingerly places a magical bow, glowing red, on the counter between them. The PC reaches for it, but Amlax slaps their hand away right before flames erupt from the bow.

AMLAX

Ah, ah! Wouldn't do that if I were you.

PC

Do I even wanna know?

AMLAX

Depends. How does a map to a secret cache sound? A
Peacemaker one, no less.

PC

It sounds too good to be true. I heard they've all been
picked clean.

AMLAX

Only a fool believes everything they hear!

PC

Well this fool wants to know how a simple trader got his
hands on a Peacemaker map.

AMLAX

So nosy. If you want your map, you'll take that, ahem, *assertive* attitude to the Brisban Wildlands.

PC

What's out there that could possibly be so important?

AMLAX

(serious, then gets choked up)
I need you to discover from whence this bow came. Surely you can see it is... *very* special...

PC

This is about more than a glowing fire bow, isn't it?

AMLAX

Huh. Didn't take you for such a wise wanderer when you first walked in.

PC

(sarcastic)
I aim to surprise. So, what else do you need?

AMLAX

A kind sylvani -- a wanderer, like you -- has been in the Brisban Wildlands for quite some time. Too long.

AMLAX

We traveled together for many years. He should know that he still has a friend in the Metrica Province.

PC

Well, I'll say hi if I see him. I can't make any promises.

AMLAX

That is all I can ask. Find the source of this bow, and treasures beyond your imaginings will be yours.

PC

(softening somewhat)
I'll see what I can do, Amlax.

AMLAX

(Item acquisition: *Bow of Seared Flesh*)
Take the bow with you, but handle with care. It wishes to return home, no matter the peril.

PC

Careful with the burning bow. Find its source. Much peril. Got it.

AMLAX

May the Eternal Alchemy guide your way. Oh, and don't die, hmm?
