ALEXANDRA M. LUCAS

Game Writer & Narrative Designer

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ACHIEVEMENTS

• Chapter Contributor:

- Love & Electronic Affection (CRC Press | 2020)
- Encyclopedia of Sexism in American Films (Rowman & Littlefield Publishers 2019)
- Pop Culture Matters (Cambridge Scholars Publishing | 2019)
- Digital Love: Romance & Sexuality in Games (Taylor & Francis | 2017)

Selected Short Fiction & Poetry Publications:

- "In The Deep," HamLit Spring Issue: Alter Ego (HamLit.org | April 2021)
- "Cherry," Whatcom Writes: Reconciliation (Borderline) Press | February 2021)
- "With You," HamLit Summer Issue: Second Place (HamLit.org | August 2020)
- Merit Award, "Leftover," Sue C. Boynton Poetry Contest (Public Display & Chapbook | April 2020)
- "Manna is Where You Make It," Whatcom Writes: Discovery (Borderline Press | March 2020)

Mentee:

- ArenaNet Game Narrative Mentorship Program | 2018
- Diversity in Games Alliance, Amplifying New Voices GDC Bootcamp | 2017

Speaker: Game Developers Conference

- Have Laptop, Will Telecommute | 2019
- Building Inclusive Studio Culture | 2019
- Beyond Blue-Skinned Space Babes | 2018
- Q&A for New Writers | 2018
- 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
- Networking Event Co-Coordinator | 2017-present
- Platinum Award: GDC Game Narrative Review Competition | 2015 & 2016

ORGANIZATIONS

- IGDA Serious Games SIG Co-Chair
- IGDA Global Mentor; Wellesley Mentor
- WGA-West Video Games Caucus Member
- GDC Conference Associate, 2015 & 2016
- AmeriCorps VISTA, Mpls, MN, 2010–2011

GAME & TECH DEVELOPEMENT

CRAZY MAPLE STUDIO

Narrative Designer • [Sept 2020–present]

• Collaborate with contract writers to adapt published romance novels into F2P interactive novels in Chapters mobile app

DAY7 INTERACTIVE

Game Writer & Narrative Designer • [March 2020-Sept 2020]

• Developed characters, overall narrative, and dialogue for Tarte Tales, a Match-3 Facebook game

IMMERSED GAMES

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 user queries & Cortana responses to maintain digital assistant's professionalism and optimize intelligent & delightful 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: Remember Me (Chap. 1); Sunflower (Chap. 1) written

PLARIUM GLOBAL

Writer & Localization Specialist (contract) • [Jan 2016–June 2016]

- Designed character-driven quest campaigns for 10+ mobile & browser RTS games
- Wrote creative copy & in-game text for western, Englishspeaking audience

EDUCATION

DIGIPEN INSTITUTE OF TECHNOLOGY

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

- Team games at 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]