

Hannah Bruders

Currently in Austin, TX
Formerly from Wisconsin

Narrative Designer and Writer

Website: Hannahbruders.com
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Professional Experience:

Narrative Designer & Game Writer from June 2015 to May 2017

Digital Iris, Greater Milwaukee Area, WI

- Researching real world events to create a believable alternate Earth
- Developing the history, physiology, and society of six fictional races and their various factions
- Putting together lore and game design documentation
- Assisting the art team during the creation of concept art and map planning
- Creating profiles for possible character.
- Writing in-game dialogue
- Putting together story web pages for the company website

Personal Projects:

Character Creator (Working Title) Coder, Modeler (1 person team so far)

A tool currently built with Adobe Animation. Still in development.

- Wrote the Game Design Doc
- Coded the UI, and the material changing mechanic
- Started creating character parts.

[Finding Freedom - The Office](#) Writer, Coder (1 person team)

A text game built using Twine. Finished

- Designed the world and characters
- Wrote the story paths
- Coded the various story paths

[Escape Your Keeper!](#) Writer, Designer, Artist, Coder (1 person team)

Single player, first person adventure game built with Flash ActionScript

- Developed the game story and wrote the in-game dialogue
- Designed and drew the game environments, objects, and characters
- Coded the game buttons, cut scenes, and events

Skills:

- Collaborating and developing story and world ideas in teams
- Character and World Development used in game concept and creation
- Experienced in using Photoshop, Corel Painter, and Illustrator
- Researching information for setting development