hannahbruders@yahoo.com - Hannahbruders.com - linkedin.com/in/hannahbruders

Hannah Bruders

Summary:

Narrative Designer & Writer with 4 years of Indie Experience and a specialization in Large-scale and civilization level World Building using research and data analysis. Currently working on learning how to make games in Unity and Unreal for personal projects.

Skills:

- Research for wordbuilding, characters and setting information
- Creative Writing in short stories, lore bibles, and character profiles
- Narrative Design including environmental storytelling
- Interactive & Linear Dialogue, in-game dialogue, and character interactions
- Collaboration Experience with writers, designers, and artists, on both a professional and amateur basis
- Experience using Google Docs, Microsoft Word, and Open Office to create and organize lore bibles, setting breakdowns, and story scripts

Work Experience:

Narrative Designer for Outbox EDU from July 2019 - Present

Working on Unannounced Project

Freelance Writer and Lore Developer for Missing Sentinel Software in June 2019

Worked on Roguecraft Squadron campaign development, published on 09/25/2019.

- Editing or expanding on established lore, character personality profiles, and backstories.
- Edited and expanded the campaign story script.
- Suggested character design changes.
- Voiced acted, on an amateur basis, for 2 game characters.

Narrative Designer & Game Writer for Digital Iris LLC from June 2015 - May 2017

Worked on *PodGunner Command*

- Researched real-world events to create a believable alternate Earth and to link up with the plotline of *PodGunner Command* prequel.
- Developed the history, physiology, and society of six fictional races and their various factions in 1 year, using this information to create a Design Bible, a single-player campaign plot, and level elements.
- Put together lore and game design documentation, including and taking into account the lore requirements and designs created prior to my hire. These documents collectively were over 80 pages in total.

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- Maintained and organized documents throughout the development
- Assisted the art and map design teams with landmark creation and map layout for environmental storytelling.
- Created profiles, personalities, and histories for 12 possible player characters.
- Created personalities and wrote in-game dialogue for 24 unit groups in 2 weeks.
- Put together story web pages for the company website.
- Wrote descriptions for the game's main page.