

Hannah Bruders

Skills:

- Research for worldbuilding, characters and setting information
- Creative Writing in short stories, lore bibles, and character profiles
- Narrative Design including environmental storytelling
- Interactive & Linear Dialogue such as 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 Office, and OpenOffice

Work Experience:

Freelance Writer and Lore Developer for [Missing Sentinel Software](#) June 2019 – June 2019

Worked on [Roguecraft Squadron](#)

- Editing or expanding on established lore, character personality profiles, and backstories.
- Edited and expanded the campaign story script.
- Suggested character design changes.

Temp Custodian for Travis County Nov 2018 - March 2019

Temp Assembly for JW Speaker Feb 2018 - July 2018

Custodian for Poplar Creek Church June 2014 - Feb 2018

Narrative Designer & Game Writer for [Digital Iris](#) June 2015 - May 2017

Worked on [PodGunner Command](#)

- Researched real world events to create a believable alternate Earth and to link up with the plot line 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 almost 80 pages total.
- Maintained and organized documents throughout development
- Worked with the art and map design teams to create map landmarks and objects 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 3 weeks.