Grant K. Roberts • London • hi@grant.games

Narrative Director
Sweet Baby Inc

July 2023 - Present • Remote

- Leading multiple projects from the SBI side, working with tiny indies and AAA behemoths.
- Leveraging nearly 25 years of experience to help the company's process scale with its success.
- Mentoring (and learning from) a dozen narrative experts from wildly diverse backgrounds.

Studio Narrative Director
Splash Damage

June 2021 - July 2023 • London, UK

- Led a team of writers and narrative designers at all seniority levels across multiple projects.
- Brainstormed new methods of storytelling to help foster lifelong friendships.
- Promoted story, character, and theme from concept to post-release.

Lead Writer
Rocksteady Studios

February 2019 - June 2021 • London, UK

- Managed a team of diverse and talented writers on Suicide Squad: Kill the Justice League.
- Edited and punched up thousands of lines of dialogue and text.
- Wrote nearly all of the cinematics for launch.

Senior Writer
Bungie

November 2015 - February 2019 • Bellevue, WA, USA

- Wrote and implemented mission dialogue, cinematic scripts, and more for Destiny 2 and live content.
- Led peer reviews and writers' room sessions.
- Collaborated with and mentored colleagues from all disciplines.

Lead Game Designer
E-Line Media

November 2013 - May 2015 • Seattle, WA, USA

- Led the design of Never Alone, a multiple award-winning puzzle platformer.
- Managed five designers among a development team of 22.
- Worked in Unity to build environments, script encounters, wire cinematics, and much more.

Lead Game Designer
Z2

May 2012 - October 2013 • Seattle, WA, USA

- Launched Shadowslayer: Dawn of the Lightforge, a free-to-play iOS action RPG featuring an original IP.
- Managed a group of four designers and led over a dozen other team members across disciplines.
- Wrote hundreds of missions featuring hilarious characters doing legendary things.
- Designed systems new to the platform and genre while updating old ideas for a new generation.

Lead Content Designer
The Amazing Society
November 2008 - May 2012 • Issaquah, WA, USA

- Planned, developed, and released launch and post-launch content for Super Hero Squad Online.
- Created dozens of missions based on the Marvel Comics IP, and led a team of 24 in implementing them.
- Wrote thousands of voiceover lines for Iron Man, Spider-Man, Wolverine, and 100 other classic characters.
- Designed epic fights with iconic Marvel villains and original foot soldiers that populated familiar environments.

Lead Content Designer
Sierra Online Seattle
January 2008 - September 2008 • Issaquah, WA, USA

- Created the game's world, history, culture, organizations, and denizens for an unannounced MMORPG.
- Designed over 1,000 quests from initial sketches to final NPC text.
- Named all 240 unique creatures, hundreds of abilities, and thousands of items.

Lead Writer
Gas Powered Games
August 2006 - October 2007 • Redmond, WA, USA

- Wrote and edited over 10,000 lines of original dialogue for Space Siege.
- Crafted the entire single-player and multiplayer stories via 80 unique missions.
- Created over 30 memorable characters, each with at least 50 lines of dialogue.

Narrative Designer
Gas Powered Games
February 2005 - August 2006 • Redmond, WA, USA

- Created ten indoor and outdoor regions for Dungeon Siege II: Broken World.
- Implemented nearly all primary and secondary quests for DSII:BW, while creating some of the most memorable scripted moments in the game.
- Breathed life into preexisting assets to create ghostly apparitions, foreboding ruins, and distinctive weapons.

Producer / Designer
Leaping Lizard Games
July 2004 - January 2005 • Gaithersburg, MD, USA

- Negotiated milestones and schedules with the project's publisher (Activision).
- Designed Xbox-friendly interface for Bicycle Casino 2005.
- Wrote and edited in-game help text and manual copy.

Producer
Legend Entertainment
August 1999 - January 2004 • Chantilly, VA, USA

- Oversaw all aspects of development for Unreal II: XMP.
- Wrote scripts, directed talent, integrated over 8,000 final voice assets into Unreal II.
- Created dozens of original sounds for use in Unreal II, post-produced existing audio, and provided the voice of one of the main characters.