

Narrative Director

Splash Damage

Jun21 - Present

Leading a team of writers and narrative designers at all seniority levels across multiple projects • Brainstorming new methods of storytelling to help foster lifelong friendships • Promoting story, character, and theme from concept to post-release • Not yet working in Bromley

**Lead Writer**

Rocksteady

Feb19 - May21

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 • Infused decades-old characters with new energy

**Senior Writer**

Bungie

Oct15 - Jan19

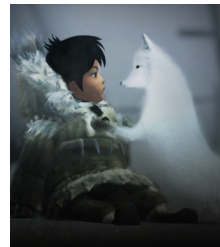
Wrote and implemented [mission dialogue](#), cinematic scripts, and [more](#) for *Destiny 2* and its expansions • Led peer reviews and writers' room sessions • Collaborated with and mentored colleagues from all disciplines

**Lead Game Designer**

E-Line Media

Nov13 - May15

Led the design of *Never Alone*, a multiple [award-winning](#) puzzle platformer • Managed five designers among a team of 22 • Built environments, scripted encounters, wired cinematics • Learned from Alaska Native elders & storytellers

**Lead Game Designer**

Z2

May12 - Oct13

Launched *Shadowslayer*, a free-to-play iOS action RPG featuring an original IP • Managed four designers and led over a dozen other team members • Wrote hundreds of [quests](#) featuring hilarious [characters](#) doing legendary things

**Lead Content Designer**

The Amazing Society

Nov08 - May12

Sierra Online Seattle

Jan08 - Nov08

Led a team of 24 on *Marvel Super Hero Squad Online* • Wrote thousands of [VO lines](#) for Iron Man, Spider-Man, Wolverine, and 100 other classic characters • Established the [world, history, and characters](#) for another, unreleased MMO

**Narrative Designer / Lead Writer**

Gas Powered Games

Aug06 - Oct07

Level Designer

Gas Powered Games

Feb05 - Jul06

Producer

Legend Entertainment

Aug99 - Feb04