

CREATIVE HIGHLIGHTS

JUN 2020 | **STAR STABLE ENTERTAINMENT**

OCT 2020 | **WRITER** 🌐 STOCKHOLM

Developed quest dialogue and item descriptions for *Star Stable Online*. This content was developed for the game's Western-themed expansion event.

JUNE | **ROVIO ENTERTAINMENT**

2020 | **NARRATIVE DESIGNER** 🌐 MONTRÉAL

Can't discuss my contribution (yet). The birds are angry enough as it is.

AUG 2017 | **THE PRION UNIVERSE**

PRESENT | **NARRATIVE DESIGNER** 🌐 CHICAGO

Mobilized an interdisciplinary creative collective in crafting an application of Canon Fodder's framework for "open source universe building". Spearheaded storylining and narrative design. Facilitated lore documentation and worldbuilding work, coordinating with and delegating to freelance writers. Produced dialogue trees, marketing collateral; scripted cinematic and promotional material; crowdfunding campaigns, and user acquisition strategies. Orchestrated visual branding, character portraits, and environment art in close collaboration with the art director.

JUN 2019 | **VANAHEIM STUDIOS**

NOV 2019 | **STORY LEAD** 🌐 STOCKHOLM

Supervised creative production, narrative design, and user acquisition strategies for two MMORPG games, working directly under Romi Gråhed (Producer of *Star Wars: The Force Unleashed* and Development Director on *Mirror's Edge: Catalyst*).

JANUARY | **AMERICAN EXPRESS**

2020 | **GHOSTWRITER** 🌐 CHICAGO

Wrote an article published in *eGaming Review* on the evolving role of player authentication in responsible gaming practices.

JUNE | **READING EMILY WEST**

2020 | **PLAYWRIGHT** 🌐 CHICAGO

Wrote, assistant-directed, and associate-produced a full-length play debuting in Chicago theaters to sold-out crowds for the entirety of its five-show run.

JANUARY | **2016: THE SQUEAKQUEL!**

2017 | **PLAYWRIGHT** 🌐 CHICAGO

Scripted, directed, and produced a 60-minute *Saturday Night Live*-style sketch show; a comedic look back on what we *thought* would be the most hectic year of our lives. Those were simpler times.

OCT 2016 | **FOUNDING FATHER ISSUES**

JAN 2017 | **STAFF WRITER** 🌐 CHICAGO

Collaborated with a team of comics, writers, and performers in the production of a sketch comedy showcase; the capstone project for the Writing Program at the Second City Training Center in Chicago.

DEC 2015 | **KILLER GIN**

JAN 2017 | **NARRATIVE DESIGNER** 🌐 CHICAGO

Scripted dialogue, promotional cinematics; and collaborated on the narrative design of Frederick Miranda's high fantasy adventure RPG, *Killer Gin*.

APR 2012 | **TRIGGER STREET PRODUCTIONS**

MAY 2013 | **STAFF WRITER** 🌐 LOS ANGELES

Developed content for the production house of a two-time Academy Award-winning actor; the company behind properties such as *House of Cards*, *The Social Network*; and the indie darling, *Fifty Shades of Gray*.