



SUMMARY

Passionate and detail-oriented Game Designer and Screenwriter with over a decade of experience designing games; writing for the entertainment industry; and working in the technical, medical, and legal fields. Proficient in many software suites, and a quick study for new programs.

Creative, collaborative, and thoroughly professional.



SKILLS

Writing
Editing
Game Design / Development
Game Prototyping
Game Design Documentation
Game Balance
Blender
Godot
Unity
Unreal Engine
C#
Java
Flare
Markdown
WriterDuet
Twine
Inkle
Cross-Functional Collaboration
GitHub
Photoshop
Aseprite
Storyboard Pro
Microsoft Office Suite
Copywriting
Risk Assessment
Compliance
Policy Development
Communication Strategies



EDUCATION

Sep 2008 –
May 2012

**Bachelor of the Arts:
Philosophy**
Transylvania University

NARRATIVE/GAMEPLAY DESIGNER and SCREENWRITER

Wade McGrath

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<https://wadeamcgrath.wixsite.com/portfolio/>



WORK

May 2019 -
Present

Gameplay Designer/Narrative Designer *Freelance*

- Current Lead Gameplay/Mechanical Designer with Inchworm Games
- Contributing Narrative Designer for the 4.5-star rated mobile game, eQuoo
- Principle Narrative Designer for a project under NDA
- Principle Design Director, Gameplay Designer, and Editor for an independent storytelling game, Creature Quest
- Gameplay Design Contractor for several currently unreleased tabletop game prototypes
- Taught a class on the fundamentals of gameplay design, gameplay loops, and what it takes to be a game designer

May 2019
Present

Screenwriter *Freelance*

- Created multiple episodes for an original animated television concept
- Coordinated with directors in order to brainstorm, craft, and revise general story guides, treatments, and outlines for independent projects
- Contract Screenwriter for a commissioned fan animatic for Gravity Falls
- Performed script coverage for associate screenwriters to perfect dialogue, scene descriptions, and jokes
- Trained new writers on basic screenwriting format techniques, along with the fundamental anatomy of scenes in media
- Moderated an animation writing community, hosted table reads, classes, and word sprints

Feb 2017 –
Mar 2019

Compliance Coordinator *Open Dealer Exchange*

- Reviewed contracts for errors and legal consistency with preliminary data from dealers.
- Assisted auto dealers with obtaining and maintaining the necessary documentation required in order to be compliant with the three major credit bureaus.
- Coordinated on-site inspections for dealerships and subsequently judged their business' physical accommodations according to bureau regulations.
- Performed audits on businesses, ensuring their adherence to legal requirements surrounding the practice of pulling consumer credit reports