

# MICHAEL ELLIOTT

## WRITER

*Collaborative storyteller focusing  
on worldbuilding with diverse  
teams of people*

## CONTACT

**Location:** Vancouver, BC

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## TOOLS

- ▷ Adobe Photoshop
- ▷ Affinity Publisher
- ▷ Game Maker
- ▷ Google Suite
- ▷ HTML
- ▷ JIRA
- ▷ Microsoft Office Suite
- ▷ Perforce
- ▷ Trello
- ▷ Twine
- ▷ Unity

## EDUCATION

**Simon Fraser University**  
*Graduated August 2008*  
Double Major in Philosophy and  
Humanities, Certificate of  
General Religious Studies.

## EXPERIENCE

### STORYTELLING

- Assisted design team with world building and flavor text
- Performed narrative and gameplay testing on Mass Effect 3
- Tracked story continuity within the Mass Effect franchise
- Created a narrative subscription service called Forgotten Folios
- Wrote a short comic "The Cove" published by Cloudscape Comics
- Wrote a short story "The Next Chapter" published on CapsuleCrit
- Created 3 tabletop role-playing games published on itch.io
- Wrote copy for personal and professional websites
- Wrote video game reviews and weekly critical essays

### GAME DEVELOPMENT

- Reviewed voice over work
- Created and executed test plans
- Worked in JIRA to manage bugs and workflows
- Experience in Agile and Scrum methodology
- Managed internal and external QA teams
- Worked with developers to test free to play mechanics
- Tested games on mobile platforms, consoles, and PC

### COMMUNITY INVOLVEMENT

- Co-founded and organized an annual local game jam
- Co-hosted panel at PAX 2012 on religious narratives in games
- Co-hosted panel at SHUX 2018 on RPG development

## EMPLOYMENT

### **Freelance Writer & Game Designer** *2016 - Present*

- Designed a fictional sci-fi world for **Anemone Hug Interactive**
- Published 12 games on itch.io
- Forgotten Folios, a series of handmade narrative experiences

### **Game Jam Organizer - WTF Game Jam** *2012 - Present*

- Average 15 attendees per year, the jam served as a basic introduction to game development for attendees

### **Quality Assurance Tester - KABAM!** *August - October 2013*

- Blastron, Fast & Furious 6

### **Content QA Tester/QA Test Lead - EA** *2011 - 2013*

- Mass Effect 3, Unannounced Mobile Game