

# GENEVIEVE C. GUIMOND

## Lead Narrative Designer

### SKILLS

- Skilled in Unity, Unreal Engine 4 & 5, Final Draft, and the Microsoft Office Suite
- Experienced in Confluence, Shotgun, and Jira
- Proficient in Python, C++, C# programming languages among others
- Strong interpersonal and group communication skills

### EXPERIENCE

**March 2023 - Eidos-Montréal** - Montreal, QC

**Present** Lead Narrative Designer - Unannounced project (March 2024-Present)

- Supervised narrative team and ensured sprint goals were met
- Effectively managed coordinating and delegating narrative tasks
- Reviewed, edited, and finalized scripts for integration
- Communicated across departments to maximize productivity

Narrative Designer - Unannounced project (March 2023-March 2024)

- Wrote multiple scripts in screenplay format for narrative assets
- Developed and integrated narrative for non-linear portions of the project
- Reviewed and gave feedback on team members' scripts
- Created, updated, and managed consistent documentation

**September 2020 Ludia** - Montreal, QC

**- March 2023** Narrative Designer on *Lovelink*

- Developed, wrote, reviewed, and edited content for new and continuing stories
- Assisted in designing narrative systems and features
- Liaised with teammates for successful delivery of content to players
- Utilized in-house Unity tools to import content and support new features
- Worked closely with QA to finalize scripts for release
- Created documentation for content and workflow processes

**June 2018 - Rooster Teeth** - Austin, TX

**April 2021** Contract Writer on *DEATH BATTLE!*

- Contributed to and wrote scripts for *DEATH BATTLE!*, *DBX*, *Desk of Death Battle*, and *Top Ten* videos
- Researched and fact-checked scripts
- Worked collaboratively with coworkers to produce new content

**January - Adjective Noun** - Burlington, VT

**May 2020** Narrative Designer on *Guilded*

- Developed procedurally-generated, narratively interesting quests
- Wrote trailer and tutorial scripts
- Co-developed the game's overarching narrative
- Utilized Scrum for agile development.

### EDUCATION

Champlain College • Bachelor of Science in Game Design • Graduated Magna Cum Laude