GENEVIEVE C. GUIMOND

Narrative Designer

EDUCATION

2016 - 2020 • Champlain College
Bachelor of Science in Game Design
Graduated Magna Cum Laude

SKILLS

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

EXPERIENCE

September 2020 - Present

Ludia - Montreal, QC
Narrative Designer on *Lovelink*
- Developed, wrote, and edited content for new and continuing stories
- Assisted in designing narrative systems and features
- Liaised with other 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 - March 2021

Rooster Teeth - Austin, TX
Contract Writer on DEATH BATTLE!
- Contributed to and wrote multiple 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 - May 2020

Adjective Noun - Burlington, VT
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.

September - December 2018

Double Stallion Games - Montreal, QC
Game Writing Intern
- Researched new *Speed Brawl* content
- Contributed to narrative for upcoming IPs
- Updated social media accounts for *Speed Brawl* and Double Stallion.

(781) 424-1368 • linkedin.com/in/gencguimond/ • gencguimond@gmail.com • www.gencguimond.com