

Genevieve C. Guimond

Narrative Designer

gencguimond.com

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EDUCATION

Champlain College | Burlington, VT

Bachelor's Degree in Game Design

Graduated Magna Cum Laude in May 2020

Studied abroad Fall 2018 in Montreal, Canada

SKILLS AND COMPETENCIES

- Skilled in Unity, Unreal Engine 4, and Final Draft
- Proficient in Python, C++, and C# programming languages among others
- Strong interpersonal and group communication skills
- Experienced student leader: served as a Champlain College Resident Assistant

PRODUCTION EXPERIENCE

Production Writing Intern
A.E.G.I.S. | **Zephyr Workshop**
May 2017 - April 2019

- Assisted production on robot-combining strategy board game
- Maintained documentation
- Wrote and published WordPress updates to company site
- Represented company at multiple conventions

Narrative Designer
Dawn of the Celestialpod
Gwamm Studio | January - May 2018

- Developed narrative for physics-based, sci-fi, action game
- Created thorough narrative bible
- Wrote and edited dialogue and world-building information

PROFESSIONAL EXPERIENCE

DEATH BATTLE! Writer
Rooster Teeth | Austin, TX
June 2018 - Present

- 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

Game Writing Intern
Double Stallion | Montreal, QC
September 2018 - December 2018

- Researched new *Speed Brawl* content
- Contributed to narrative for upcoming IPs
- Updated social media accounts for *Speed Brawl* and *Double Stallion*