



LORNE NUDEL

Writer | Educator

 me@getlorne.com

GAME STORY WRITER
STORIES. WELL TOLD.



 gamestorywriter.com

Technical Skills

- Scriptwriting & Narrative Design
- Dialogue Writing (Cinematic, Interactive, Ambient)
- Voice Recording Direction
- 3D Animation & MOCAP Direction
- Copyediting
- Curriculum Design & Teaching

Soft Skills

- Project Management
- Stakeholder & Client Management
- Coaching & Mentoring
- Communication & Collaboration
- Problem Solving

PROFESSIONAL SUMMARY

With over two decades of experience in video game development as a narrative professional, I seek to craft impactful stories that captivate players and enrich the industry. I believe that it is through deep understanding of storytelling mechanics that game developers can bring insight and meaning to their narrative projects. I am dedicated to raising the standard of storytelling in games and sharing my passion for its profound insights into our lives. Through my consultancy, Game Story Writer, I guide aspiring writers to achieve narrative excellence, offering expert coaching and a vibrant Discord community for storytellers.

PRESENT POSITIONS

WRITING & TEACHING

- Senior Writer (Feb 2024 – Present)
UBISOFT Entertainment, Bordeaux
 - Developed storylines and characters
 - Scriptwriting for cinematics, interactive sequences, and ambient dialogues
 - Produced in-game content for quests, menus, and lore
- Instructor, Video Game Writing (Dec 2023 – Present)
ELVTRUS LLC
 - Developed comprehensive course curriculums for video game writing
 - Delivered live, interactive instruction to large groups of students
 - Provided personalized feedback, graded assignments, and offered one-on-one coaching
 - Offered ongoing support and feedback outside of class sessions to ensure student success
- Game Story Writer | Founder
 - Provide personalized 1:1 coaching on narrative techniques for writers and creators in the video game industry
 - Offer expert guidance on portfolio development and sample submission polishing
 - Deliver project-specific support for scripts, story structure, and character creation
 - Facilitate a vibrant Discord community, fostering collaboration and discussion of narrative craft
 - Curate and share job opportunities and resources to support professional growth among members

MY PAST EXPERIENCE

- Senior Writer (Mar 2022 – Jan 2024)
Funcom AS (Tencent), Oslo
Credit: Dune: Awakening
 - Developed storylines and expansive game lore for Dune: Awakening
 - Created complex characters and assisted in the recording process
 - Scripted cinematic sequences, branching interactive dialogue, and ambient dialogue
 - Designed narrative frameworks to enhance player immersion and storytelling depth
- Lead Writer (2020 – 2022)
UBISOFT Entertainment, Singapore
Credit: Skull & Bones
 - Oversaw the development of story, dialogue, and character
 - Conducted development workshops on story, lore, and character
 - Supervised narrative production ensuring consistency and tone
 - Managed and mentored writing team, fostering professional growth

Education

Diploma (AEC) in 3D Animation

- 2D & 3D Animation Techniques
- 3D Modeling & Texturing
- Graphic Design Theory & Techniques
- Storyboarding & Story Creation
- Cinematography, Video Editing & Camera Operation
- Compositing & Image Manipulation

Interests

- Electronic Music Production
- Clown Taunting
- Dogs of all ages
- Nuclear Proliferation
- Breathing Underwater

Languages

- English (Native)
- French (Conversational)
- Japanese (Basic)

Scriptwriter (2014–2019)

UBISOFT Entertainment, Montreal/Toronto

Credits: Watchdogs: Legion, Far Cry 5, Watchdogs 2, The Mightiest Quest for Epic Loot

- Developed compelling characters and engaging storylines across various game titles
- Crafted immersive character dialogue for cinematic scenes and in-game interactions
- Created diverse game content, including marketing materials and in-game menus

Scriptwriter (2013)

Behaviour/Activision

Credits: SpongeBob Plankton's Robotic Revenge (PS3, Wii U), Disney Planes (Wii U)

- Created original scripts that aligned with established brand identities, ensuring authenticity and engagement

Scriptwriter (2005–2006)

Behaviour, Montreal

Credits: Kim Possible - What's the Switch? (PS2), Global Gemini (Nintendo DS), Happy Feet (Nintendo DS)

- Developed original scripts for major established brands, ensuring alignment with brand identities and audience expectations

MANAGEMENT

Producer (2010–2013)

Behaviour, Montreal

Credits: Brave: The Video Game (PS3, Xbox 360, Wii, DS, PC, Mac), Rango (Xbox 360, PS3)

- Oversaw project development, including feature scoping, resource planning, budgeting, technology assessment, and quality assurance
- Created and managed comprehensive risk assessment and mitigation strategies to ensure project success
- Strategically managed relationships with multiple external stakeholders, including IP owners, publishers, film studios, and directors
- Assessed and challenged design, technology, and content proposals to maintain high standards
- Delivered projects on time, within budget, and to the highest quality specifications, ensuring stakeholder satisfaction
- Built and mentored high-performing teams while overseeing career development and fostering professional growth

Client Feedback

"Great job on the game, guys... I also talked to Johnny Depp tonight, and he said his boy Jack has been playing it all week. It is really a great game—so much fun, weird, and singular. Really blown away."

—Gore Verbinski, Director of Rango: The Movie

ANIMATION

Lead Animator (2003–2009)

Behaviour/A2M, Montreal

Credits: WET, Spiderman Friend or Foe, Happy Feet, Ed, Edd, and Eddy, Scooby Doo Unmasked, Scaler

- Directed and managed the animation team to ensure high-quality production standards
- Collaborated with cross-functional departments for effective planning, risk mitigation, and scheduling
- Led motion capture (MOCAP) recording sessions at various facilities for both in-game and cinematic animations
- Assessed technology needs, tracked development, and explored innovative solutions
- Provided mentorship, performance evaluations, and managed career development and conflict resolution

Animator (2001–2002)

Meteor Studios, Montreal, Quebec

Credits: Dinosaurs Roamed America, T-Rex, Before We Ruled Earth, Hunt for Giant Squid

- Created high-quality 3D animations for various projects, contributing to visual storytelling and audience engagement