

ZOE ROSENFELD

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<https://zorosenfeld.wixsite.com/writing>

AAA game writer and narrative designer obsessed with immersive, theatrical experiences. Demonstrates a deep understanding of storytelling, character creation, and non-linear narrative structure. Collaborative and creative – adept at fostering partnerships with fellow writers and production teams to bring captivating stories to life.

PROFESSIONAL EXPERIENCE

Narrative Designer (contract)

Lightspeed LA
2024

Designed 20+ ambient and interactive NPC archetypes for the open world of *Last Sentinel* (AAA). Wrote and revised barks and short interactive conversations for NPCs. Wrote and edited cinematics for main and character-based missions.

Lead Narrative Designer (contract)

Creative Mobile
January 2023 - November 2023

Developed 5-chapter narrative arc, characters, and world lore for *Nitro Nation: World Tour* (mobile) as the game neared worldwide launch. Scripted first-time user experience, dialogue, and other narrative elements.

Narrative Designer

Mythical Games
2020-2022

Created world-building, character development, and first-time user experience content for *Blankos Block Party* (PC) and *Nitro Nation* (mobile). Wrote/edited cinematic and mission scripts for Blankos.

Dialogue Assistant

Ubisoft Entertainment
2011

Wrote in-game dialogue for *Rayman Origins* (AAA) and developed game lore published in preorder materials. Wrote and edited promotional material published on *The Daily Bubble*, the development blog for *Rayman Origins*.

EDUCATION

Bachelor of Fine Arts in Theatre
Reed College
Portland, OR
2016
Graduated with honors

SKILLS & PROFICIENCIES

- Non-linear storytelling
- Designing worlds and characters
- Writing, editing, and revising scripts, dialogue and in-game cinematics.
- Collaborative mindset
- Project management

REFERENCES

M. Gab Shrager
Lead Narrative Designer, Lightspeed LA
gshrager@tencent.com

Charles Beacham
Former Narrative Lead, Mythical Games
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Alex Gardiner
Assoc. Game Producer, Blizzard
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