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| **XAN FARLEY**GAME WRITER • HE/THEY |
| lithish.com | *xanfarley@lithish.com* | 907-444-6573 |
| LocationVancouver WA, United States*Open to Remote Work*Education**Academy of Interactive Entertainment, Seattle WA**Game Design + Production, ‘20**Legacy Award Recipient**Technical SkillsNarrative DesignGame WritingBranching DialogueArt BriefsSocial Media WritingUX / UI DesignSystem DesignVideo ProductionStoryboardingDesign WireframeGame PrototypingSoftware ProficienciesMicrosoft Office SuiteFinal DraftArticy:DraftTwine Yarn SpinnerInkAdobe SuiteAffinity SuiteAutodesk MayaFigmaUnity 2018 - 2020Unreal Engine 4Atlassian JIRAPerforce | WORK EXPERIENCE |  |
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| **Content Designer** • Gentleman Rat  January 2022 – Present* Ideated and implemented varied content for the whimsical life sim Critter Cove
* Developed and fleshed out characters’ personalities, voices, and story arcs, balancing the game’s comedic tone and the world’s more serious implications
* Crafted dozens of unique, engaging quests to fill the world with activity
* Utilized state machines and fact checks to create interesting, moody, and believable behaviors for NPCs across the game’s world
* Worked closely with lead programmer to develop and test new engine tools
* Edited existing dialogue in spreadsheets for brevity, wit, and character

**Writer** • 555 Comics  September 2021 – February 2022* Developed setting, character, and story arc details for the Twitter-based webcomic BLurry ([@blur\_tyty](https://twitter.com/BLur_TyTy)) based on established BL genre and character designs
* Created impactful scripts for Twitter in an ever-evolving format, implementing rigorous feedback to ensure high engagement and story quality
* Increased fan engagement by responding to comments in-character, providing fans with additional world and character details on the fly
* Worked closely with illustrator and editor to create art briefs on a tight budget, ensuring vital information was communicated without overexerting the artist

**Freelance Writer** • Stairway GamesApril 2021 – July 2021* Crafted and edited 1,000+ unique, emotive dialogue lines for an array of distinctive characters based on pre-written personality briefs
* Scripted and iterated Heart Event cutscenes to forge meaningful connections between players and NPCs, up to and including romance routes

**Freelance Writer** • Microfun Limited November 2020 – February 2021* ­­Pitched, wrote, and edited scripts for a lighthearted fantasy RPG, working with tight limitations in a Writer’s Room format to convey compelling emotional arcs
* Streamlined team communication by implementing a new Narrative Bible system, saving peers time and ensuring consistency in storylines
* Penned item description strings, attack descriptions, and other in-game text

**Narrative Design Intern** • Daily Magic Productions June 2019 – September 2019* Composed and edited text for a wide range of writing assignments, including a new story pitch based on previous IP and 20+ unique items
* Ensured quality and consistency across branching stories of 6+ genres by editing and proofreading scripts in flowcharts, Articy:Draft, and in engine
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