|  |  |  |
| --- | --- | --- |
| **XAN FARLEY**  GAME WRITER • HE/THEY | | |
| lithish.com | *xanfarley@lithish.com* | 907-444-6573 |
| Location Vancouver WA, United States  *Open to Remote Work* Education **Academy of Interactive Entertainment, Seattle WA**  Game Design + Production, ‘20  **Legacy Award Recipient** Technical Skills Narrative Design  Game Writing  Branching Dialogue  Art Briefs  Social Media Writing  UX / UI Design  System Design  Video Production  Storyboarding  Design Wireframe  Game Prototyping Software Proficiencies Microsoft Office Suite  Final Draft  Articy:Draft  Twine  Yarn Spinner  Ink  Adobe Suite  Affinity Suite  Autodesk Maya  Figma  Unity 2018 - 2020  Unreal Engine 4  Atlassian JIRA  Perforce | WORK EXPERIENCE |  |
|  |
| **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 Games  April 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 | |
|