

Cindi Knapton

Game Writer • Science-Fiction World Builder

My game writing skills & story conceptualization combine experience in screenwriting for film & TV, designing cities in Abu Dhabi, drawing vessels for the Star Wars & Matrix franchises, producing films, and even teaching clairvoyance.

PORTFOLIO

<https://www.cindiknapton.com/>

CONTACT

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SKILLS & TOOLS

Design: Writing (Film, TV, & Games) | Lore | Storyboarding | Concept Art | Pitches | Flowcharts | Scheduling | Production Design | Film & TV Production | Teaching | Architecture
Engines: Twine | Unreal | Unity
Productivity: Slack | Discord | Loom | Final Draft | Photoshop | Lucid | Microsoft Office Suite | Google Docs

EDUCATION

Susan O'Connor The Narrative Dept: Game Writing Masterclass I & II
Udemy: Unreal Engine Blueprint Game Developer Certificate
Code Coven: Introduction to Game Making (Unity)
Corey Mandell | Talton Wingate Story Design, Professional Intensives
Jen Grisanti Storywise Teleseminar
AB Architecture, cum laude, UC Berkeley

FAVORITE CAREER PROJECTS

- **Game Writing:** Creating Tiny Word Hospital in Unity with my partner, and Twine games with the support & feedback of fellow game writers in The Narrative Department
- **Architecture:** Team Leader at Esquisse Design Studio on the design of Ghantoot City, Abu Dhabi UAE
- **Film & TV Production Design & Producing,** Assistant Art Director on Matrix II & III

FAVORITE GAMES

Florence, What Remains of Edith Finch, Hades, Knittens, & Psychonauts2

GAME WRITING & WRITING RECOGNITION

- **Game Writer**, lifeforms.io, “Unnamed Game” story driven science-fiction solo-player adventure game. Scope included: dialogue, character & artifact descriptions, myths, & preliminary marketing materials.
- **Personal Game Writing** Projects in Twine & Unity: <https://archi-scribe.itch.io/> What Remains of Hansel & Gretel, Symbiosis, Emma, Tiny Word Hospital, Fairy Princess, Rube Goldberg, & Patisserie at Night
- **Unreal/Udemy Coursework Games:** MarbleRun, CrystalCave, & MarsMarine
- **Screenwriting Excerpts:** <https://www.cindiknapton.com/scripts>
- **Change-Able** YA Sci-Fi Pilot: Finalist Other Worlds Austin 2018; Semifinalist Creative Screenwriting Animation Screenplay Competition 2021; Semi-Finalist Screencraft Sci-Fi & Fantasy 2020; Second Rounder Austin Writer's Festival 2020
- **Cape Tribulation** Feature Thriller: Quarter-finalist Screencraft Screenwriting 3rd Annual Fellowship 2016; Second Round Finalist thewriterroom.org 2016
- **The Suicide Agency** Alt Reality Pilot: Semi-Finalist Other Worlds Austin 2019

STORYTELLING IN GAMES

- Clear understanding of the **essentials of game story:** brevity, compelling character goals, obstacles, & flaws, all seamlessly **integrated with game mechanics** for optimum player emotional engagement.
- Created **supporting media communication tools:** story bibles, pitch decks, storyboards, concept art, look books, & character bios (*Change-Able, Experio, Cape Tribulation*), as well as flowcharts, feedback surveys & assessment matrix (*Symbiosis, What Remains of Hansel & Gretel*)
- Comfortable giving & receiving **constructive feedback** for screenwriting & game writing colleagues (*3+ years with SPEC Screenwriters' Group, The Narrative Department, and game writing accountability buddies*)
- Committed to **iteration & playtesting** (*Symbiosis, What Remains of Hansel & Gretel*)

IMPLEMENTATION & COLLABORATION

- **Worked with existing IP** (*Star Wars EP II & III, Matrix II & III, Superman Returns*) as a set designer while maintaining the IP integrity & enriching the environmental story.
- **Coordinated international remote team** from Australia for projects in Singapore, & UAE (*Esquisse Design Studio*) including supervising Shanghai render farm to produce animated flythrough of Ghantoot City, Abu Dhabi.
- Collaborated with department members of **diverse technical skill sets & cultural backgrounds** on film, TV, & architectural projects.
- **Game Writing Teaching Assistant & Community Manager** (*The Narrative Department*) Masterclass. Supporting writers and game developers to take their next steps in game writing. Taught the precision & complexity of design (*Academy of Art University*) as well as the sublimity of clairvoyance (*The Berkeley Psychic Institute*).