

Cindi Knapton

Narrative Designer • Science Fiction Worldbuilder



Combining game narrative with expertise in film making & architecture to bring story and design inspiration into game development.

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

Kim MacAskill/Into Games:

Advanced Narrative Design

Casper Field/Into Games:

Production Workplace Training

Susan O'Connor/The Narrative

Dept: Game Writing Masterclass I & II

Udemy: Unreal Engine 4: Blueprint

Game Developer Certificate, UE5:

Complete Beginners Course

Code Coven: Introduction to Game Making (Unity)

Corey Mandell/Talton Wingate Story Design, Professional Intensives

Jen Grisanti Storywise Teleseminar

Bachelor of Architecture, cum laude, UC Berkeley

FAVORITE CAREER PROJECTS

- **Game Writing:** Tiny Word Hospital in Unity, Hansel & Gretel in Twine.
- **Architecture:** Team Leader at Esquisse Design Studio on the design of Ghantoot City, Abu Dhabi UAE
- **Film & TV Production Design:** Assistant Art Director Matrix II & III

FAVORITE GAMES

Florence, What Remains of Edith Finch, Alan Wake II, Knittens, & Psychonauts2

GAME WRITING & WRITING RECOGNITION

- **Narrative Designer & Environmental Advisor**, Liminal Space, Belfast Northern Ireland, combining storytelling experience in VR with physical built green space.
- **Narrative Advisor** Entropy Manufacturing. Science Fiction AAA game: review of fundraising decks & trailers, creation of dialogue for vertical slice playthrough.
- **Game Writer**, lifeforms.io, Enigma Station, science-fiction solo-player adventure game: scope included: dialogue, artifact descriptions, myths, & marketing materials.
- **Personal Game Development** 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.
- **Narrative Documentation Materials:** [Botz, Bugz n' Bytez](#); and [Asteroid Rest Stop](#)
- **Unreal Coursework Games:** MarbleRun, CrystalCave, MarsMarine, & Castaway
- **Screenwriting & Game Writing Excerpts:** <https://www.cindiknapton.com/scripts>
- **Game Writing and Game Review Blog** Story Events + Gameplay Mechanics = Emotional Player Experiences <https://www.cindiknapton.com/blog>

STORYTELLING IN GAMES

- Clear understanding of the **essentials of game story:** brevity, clear character goals, obstacles, & flaws, NPCs with compelling quests, all seamlessly **integrated with game mechanics** for optimum player emotional engagement.
- Focus on prompts to increase **player accessibility**.
- 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*)

PRODUCING, LEADERSHIP, 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.
- **Licensed California Architect**
- **Coordinated international remote teams** 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** while producing film, TV, & architectural projects.
- **Teaching:** Sharing knowledge and inspiring the next generation: **Fulltime Faculty** in Interior Architecture Department *Academy of Art University*. **Game Writing Teaching Assistant & Community Manager** for *The Narrative Department* online masterclass. **Clairvoyance & Meditation teacher** at *The Berkeley Psychic Institute*.
- **Research & documentation** of multi-cultural histories, environments, and users tailored to game, film & architectural project briefs
- **Casting & Audition Coaching** of hundreds of actors auditions. VO and Loop Group training.