

# 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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+1 (504)-400-1711

## 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

**Anya Elvidge/Into Games:**

Environment Art (Blender/UE5)

**Susan O'Connor/The Narrative**

**Dept:** Game Writing Masterclass I & II

**Udemy:** UE4: Blueprint Game Dev

Certificate, UE5: Beginners Course

**Code Coven:** 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 Esquisse Studio design 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** Secret Company, 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, & Alien Birdbath.
- **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 production, & architectural project briefs
- **Casting & Audition Coaching** hundreds of actor auditions. VO & Loop Group training.