

Cindi Knapton

Game Writer • Science-Fiction World Builder

My passion for creating games combines the experiences of designing cities in Abu Dhabi, drawing vessels for the Star Wars & Matrix franchises, producing films, screenwriting for film & TV, 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
- Personal Game 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

- Clear understanding of the **essentials of game story:** player avatar as open vessel to interact with NPCs' compelling character goals, obstacles, flaws, & arc 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 with giving & receiving **constructive feedback** for screenwriting & game writing colleagues (*3+ years with SPEC Writers' Group, The Narrative Department*)
- Committed to **iteration & playtesting** (*Symbiosis, What Remains of Hansel & Gretel*)

IMPLEMENTATION

- **Worked with existing IP** (*Star Wars EP II & III, Matrix II & III, Superman Returns*) Understood & maintained the IP integrity while enriching the environmental story.
- **Cast & coached actors** for hundreds of auditions & performances. (*Home Audition Studio, 48 Hour Film Festival New Orleans Auditions*)
- Established & implemented **quality assurance & mitigation** procedures & **design process artifacts** for architectural documentation (*STUDIOS Architecture*) & film production (*Hate Crime, Pie*)
- Maintained **focus on end-user experience** on all projects.

COLLABORATION

- **Coordinated international remote team** Singapore, & UAE (*Esquisse Design Studio*) producing animated flythrough of Ghantoot City.
- Collaborated with department members of **diverse technical skill sets & cultural backgrounds** on film, TV, & architectural projects.
- **Teaching** the precision & complexity of design (*Academy of Art University*) as well as the sublimity of clairvoyance (*The Berkeley Psychic Institute*). Teaching Assistant and Community Manager for game writing Masterclass (*The Narrative Department*)