

Cindi Knapton

Game Writer • Science-Fiction World Builder

After designing cities in Abu Dhabi, drawing vessels for the Star Wars & Matrix franchises, producing films, & even teaching clairvoyance, I have transmuted the unique characters & environments that I have experienced into screenwriting for film, TV, & games.

PORTFOLIO

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

CONTACT

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SKILLS & TOOLS

Design: Writing (Film, TV, & Games)

Storyboarding | Concept Art | Pitches |
Flowcharts | Scheduling | Production
Design | Film & TV Production | Teaching
| Interior Design | Architecture | Final
Draft | Photoshop | Lucid | Microsoft
Office Suite | Google Docs

Engine: Twine

Productivity: Slack | Discord | Loom

EDUCATION

Susan O'Connor The Narrative

Department: Game Writing Masterclass I
& II

Corey Mandell | **Talton Wingate** Plot

Cast, Story Design, Professional
Intensives

Jen Grisanti Storywise Teleseminar

Levels I & II

AB Architecture, cum laude,

UC Berkeley

FAVORITE CAREER PROJECTS

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

FAVORITE GAMES

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

STORYTELLING

- Clear understanding of the **essentials of a compelling story:** character goals, obstacles, flaws, & arc as well as their seamless **integration with game mechanics** for optimum player 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 process & playtesting** (*Symbiosis*, *What Remains of Hansel & Gretel*)

IMPLEMENTATION

- **Worked with existing IP** (*Star Wars EP II & III*, *Matrix II & III*, *Superman Returns*) and understood & maintained the IP integrity.
- **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.
- Taught the precision & complexity of design (*Academy of Art University*) as well as the sublimity of clairvoyance (*The Berkeley Psychic Institute*)

WRITING & RECOGNITION

- Twine Games: <https://archi-scribe.itch.io/> **What Remains of Hansel & Gretel**, **Symbiosis**, **Emma**
- Screenwriting Excerpts: <https://www.cindiknapton.com/scripts>
- **Change-Able** YA Sci-Fi Pilot: Finalist Other Worlds Austin 2018; Finalist Scriptfest Screenplay Contest 2016; Semifinalist Creative Screenwriting Animation Screenplay Competition 2021; Semi-Finalist Screencraft Sci-Fi & Fantasy Competition 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