

Cindi Knapton

Narrative Designer • Science Fiction Worldbuilder



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

PORTFOLIO

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

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CONTACT

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Utrecht, The Netherlands

SKILLS

- Initial Project Ideation
- Maintaining Game Vision
- Focus on Player Experience
- Research
- Collaboration with all Departments
- Character Biographies & Arcs
- Biome Biographies & Reveals
- Story Sequencing & Quests
- Worldbuilding
- Dialogue with unique POVs
- Compelling Conflict/Combat Logic
- Item Descriptions
- Cultural Sensitivity & Accessibility Advocate
- Commitment to Iteration & Playtesting
- Supportive Feedback
- Team Management & Scheduling
- Evolve Existing IP
- Cinematic Scripting & Storyboards
- VO Casting & Coaching
- Collaboration on MOCAP & PCAP

TOOLS

Engines: Twine | Unreal | Unity

Productivity: Slack | Discord | Final Draft | Photoshop | Blender | 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,
University of California, Berkeley

FAVORITE GAMES

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

NARRATIVE DESIGN & GAME DEVELOPMENT

• 2024 - 2026 • **Narrative Director** • *SOL Shogunate* • [Reveal Trailer](#)
[Chaos Manufacturing](#) • Samurai Space Opera Action RPG set on the Moon
in an alt-future solar system ruled by the sword • [Dev Diary](#)

• 2024 - 2025 • **Narrative Designer/Environmental Advisor**
Liminal Ground • VR Experience for [Maestro Immersions](#) • Belfast
Northern Ireland • Integrating Irish Folklore and Indigenous Flora & Fauna
with Somatic Healing Exercises to address mental health.

• 2022 - 2025 • **Narrative Designer** • *ETRE* • [Steam Page](#)
[lifeforms.io](#) • Third-person action adventure set inside an interconnected
labyrinth of luminous architectural puzzles & dynamic bullet-hell
encounters.

• **Solo Developer** • *What Remains of Hansel & Gretel* • [Itch](#) Fairytale
Horror • Illustrated Novel in Twine • [Design Artifacts](#)

• **Solo Developer** • *Botz, Bugz, n' Bytez* • [Narrative Bible](#) • Sci-Fi Comedy •
All ages Single Player • Tween Bot looking for home

• **Solo Developer** • *Asteroid Rest Stop* • [Narrative Development](#)
[Documents](#) • Sci-Fi Walking Simulator • At a Harvey House Reststop in
space, you offer travelers a warm bed and home-cooked meal.

• **Co-Developer** • *Tiny Word Hospital* • [Itch](#) • The Misspelled Words need
you to drive them in an ambulance to the hospital! • Unity

• **Co-Developer** • *Emma* • [Itch](#) • An emotional train ride triggers choices
with fatal consequences. • Created in Twine

• [Screenwriting & Game Writing Excerpts](#)

• [Game Writing & Game Review Blog](#)

LECTURES, CRITIQUE, & TEACHING

• Northern Ireland Screen, Belfast: **Visiting Lecturer**, Topic: "The
Environment is the Story"

• The New School, New York City: **Guest Critic**, Junior Game Design Studio

• The Narrative Department: Game Writing **Teaching Assistant &**
Community Manager for online masterclass.

• Academy of Art University, San Francisco: **Fulltime Faculty**, Interior
Architecture Department

• **The Berkeley Psychic Institute:** Fulltime Faculty, Clairvoyance &
Meditation Teacher

ADDITIONAL PROFESSIONAL EXPERIENCE

• 1988 - 2026 **Licensed California Architect**

• **Worked with existing IP** (Set Designer on *Star Wars EP II & III*, Assistant
Art Director on *Matrix II & III* and *Superman Returns*)

• **On projects in the US, UK, and AU I have coordinated remote teams of**
diverse technical & cultural backgrounds.

FAVORITE CAREER PROJECTS

• Game Writing: **Narrative Director**, *SOL Shogunate*

• Lecturing: **Faculty**, Academy of Art University

• Architecture: **Design Team Leader**, Ghantoot City, Abu Dhabi UAE

• Film & TV Production Design: **Assistant Art Director**, *Matrix Reloaded &*
Matrix Revolutions