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
Susan O'Connor/The Narrative Dept: Game Writing Masterclass I & II
Udemy: Unreal Engine 4 Blueprint Game Developer Certificate, UE5 in progress
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**: Tiny Word Hospital in Unity, Hansel & Gretel in Twine.
• **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

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

GAME WRITING & WRITING RECOGNITION
• **Game Writer**, lifeforms.io, "Unnamed Game" story driven science-fiction solo-player adventure game. Scope included: dialogue, character & artifact descriptions, myths, & preliminary marketing materials.
• **Personal Game Writing** 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 thewriteroom.org 2016
• **The Suicide Agency** Alt Reality Pilot: Semi-Finalist Other Worlds Austin 2019
• **Story Events + Gameplay Mechanics = Emotional Player Experiences** Game Writing and Game Review Blog https://www.cindiknapton.com/blog

STORYTELLING IN GAMES
• Clear understanding of the **essentials of game story:** brevity, compelling character goals, obstacles, & flaws, all 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 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.
• **Coordinated international remote team** 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.
• **Game Writing Teaching Assistant** & **Community Manager** *(The Narrative Department)* Masterclass. Supporting writers and game developers to take their next steps in game writing. Taught the precision & complexity of design *(Academy of Art University)* as well as the sublimity of clairvoyance *(The Berkeley Psychic Institute)*.
• **Research & documentation** of multi-cultural histories, environments, and users tailored to architectural and storytelling project briefs
• **Casting & Audition Coaching** of hundreds of actors auditions. VO and Loop Group training