

# MCKENZIE SHEA

Narrative Designer | Writer



## CONTACT INFORMATION:

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## SKILLS:

Game Designer with a focus on Narrative Design and Writing.

5+ years working on team projects for game development. Rising knowledge in writing, editing and storytelling, outlining, shipping games, directing (voice and motion capture), pitching games, collaborative writers rooms, storyboarding and visual documentation.

Experience working with Microsoft Office, Unity, Unreal Engine, Adobe Photoshop, Training Generative AI, Final Draft, and Twine.

## EDUCATION:

Bachelors of Science in Game Design  
Champlain College, 2019

## PORTFOLIO:

### Loveland

Interactive romance game for iOS and Android.

### Querent

Crowdfunded tabletop RPG using tarot cards to guide the story.

## EXPERIENCE

### Eidos, Montreal, QC

#### Narrative Designer - Unannounced Projects

March 2023 – Present

Write scripts for cinematics and in-game conversations for a story-driven game. Keep documentation up to date and relevant. Pitch and create design documentation for narrative features. Implement text and scripts into an in-house tool. Adjust scripts due to timing, story restructuring, and script-reads. Work closely with game design, world design, and level design to craft and implement compelling narratives.

### Ludia, Montreal, QC

#### Narrative Designer - Project: Loveland

October 2020 – March 2023

Pitched story concepts, wrote outlines and scripts, and oversaw outsourcers. Worked closely with the team to communicate ideas verbally and through documentation. Mentored teammates on core themes of romance. Aided in implementing and designing narrative features. Consistently wrote characters that appeared in the top 10 highest grossing episodes.

### GameLoft, Montreal, QC

#### Narrative Designer - Multiple Projects Including Lego Star Wars: Castaways

July 2019 – August 2020

Responsible for writing, editing, and implementing dialog and in-game information as the sole Narrative Designer on the team. Worked closely with all members of the team to convey clear and concise narrative direction and quest design in written and visual documents.

### Fat Bird Studios, Burlington, VT

#### Co-Founder - Project: Querent

#### Lead Content Designer/Narrative Lead

January 2018 - Present

Created Fat Bird Studios and ran a successful Kickstarted tabletop RPG. Designed the gameplay system, oversaw all testing, and managed interns and the content team. Assisted with media creating posts and running live streams. Wrote all game-based content. Lead content creation from conception to shipping.