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
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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
Casper Field/Into Games: Production Workplace Training
Susan O'Connor/The Narrative Dept: Game Writing Masterclass I & II
Udemy: Unreal Engine 4: Blueprint Game Developer Certificate, UE5: Complete Beginners Course
Code Coven: Introduction to Game Making (Unity)
Corey Mandell/Talton Wingate Story Design, Professional Intensives
Jen Grisanti Storywise Teleseminar
Bachelor of 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:** Assistant Art Director Matrix II & III

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

GAME WRITING & WRITING RECOGNITION
• **Narrative Designer & Environmental Advisor,** Liminal Space, Belfast Northern Ireland, combining storytelling experience in VR with physical built green space.
• **Narrative Advisor** Chaos Manufacturing. Science Fiction AAA game: review of fundraising decks & trailers, creation of dialogue for vertical slice playthrough.
• **Game Writer**, lifeforms.io, Enigma Station, science-fiction solo-player adventure game: scope included: dialogue, artifact descriptions, myths, & marketing materials.
• **Personal Game Development** 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.
• **Narrative Documentation Materials:** Botz, Bugz n' Bytez; and Asteroid Rest Stop
• **Unreal Coursework Games**: MarbleRun, CrystalCave, MarsMarine, & Castaway
• **Screenwriting & Game Writing Excerpts**: https://www.cindiknapton.com/scripts
• **Game Writing and Game Review Blog** Story Events + Gameplay Mechanics = Emotional Player Experiences https://www.cindiknapton.com/blog

STORYTELLING IN GAMES
• Clear understanding of the **essentials of game story:** brevity, clear character goals, obstacles, & flaws, NPCs with compelling quests, all seamlessly **integrated with game mechanics** for optimum player emotional engagement.
• Focus on prompts to increase **player accessibility.**
• 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.
• **Licensed California Architect**
• **Coordinated international remote teams** 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.
• **Teaching:** Sharing knowledge and inspiring the next generation: **Fulltime Faculty** in Interior Architecture Department Academy of Art University. **Game Writing Teaching Assistant & Community Manager** for The Narrative Department online masterclass. **Clairvoyance & Meditation teacher** at The Berkeley Psychic Institute.
• **Research & documentation** of multi-cultural histories, environments, and users tailored to game, film & architectural project briefs
• **Casting & Audition Coaching** of hundreds of actors auditions. VO and Loop Group training.