Camron Gonzalez — Narrative Designer

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Education

New York University, New York, NY | MFA in Game Design

North Carolina State University, Raleigh, NC | BA in Communications, Media Concentration

Professional Experience

Sensitivity Consultant | Red Thread Games   Nov. 2023 - Dec. 2023

- Wrote and provided extensive feedback on a AAA project concerning game's cultural depictions through it's characters, story, dialogue, themes, and designs to ensure accurate depictions of real world peoples.
- Sat down with studio and project leadership to provide further in-depth feedback and provide any clarification on certain areas of the game.

Narrative Designer | pineapple staircase LLC   Sept. 2022 - present

- Owner for narrative design and written content for current and future projects; conducting narrative research; scripting cutscenes, writing story and in-game content, and creating branching stories/dialogue.
- Working with artists, engineers and musicians by providing key narrative information to better inform character/location designs and musical themes, and the implementation of narrative mechanics.

Assistant Writer | Porcelain Doll Studios   Sept. 2023 - present

- Assisting lead writer for a 2d horror visual novel; crafting characters based on already established character designs; writing dialogue and story text.
- Aiding in mapping the game's various narrative branches and creating global variables that track the player's decisions.

Personal Projects

Tisane | Engine: Godot/Unity/Ink | [itch.io page]   Roles: Narrative Designer

- Wrote game's story and in-game content; created several narrative prototypes to continuously iterate on narrative pillars and create a compelling world and premise.
- Wrote and maintained internal narrative documentation detailing various aspects of the world such as briefs on each of the game's regions; Wrote character briefs about the character to inform design and art decisions.

They Sent Us to Infinity | Engine: Unity/Ink | [itch.io page]   Roles: Lead Writer

- Conceptualized a story centered on a group of astronauts on their way to the edge of the universe; designed main gameplay mechanic centered around old telecom switchboards as means to deliver the narrative.
- Lead a team of four writers, collaboratively crafted the game's characters and story; Wrote majority of the dialogue and tracking variables that would determine story branches based on the choices the player made.

Skills

- Writing scripts for cinematic cutscenes and story events(Final Draft, Google Suites); Planning story content, branches, and variables(Articy Draft 3);
- Producing various forms of marketing copy including: game design docs to pitch a detailed vision for a potential game, social media plans, and newsletters to outreach to customers and clientele. (Adobe Suite).
- Utilizing content management software and production tracking software (Notion, Jira, etc.)to create production plans, track task boards, schedule stand-up meetings and create game desing documenation.
- Knowledgable in various game engines (Unity, Godot, etc.) and thrid party software to integrate into engines for creating narrative experiences (Ink, Yarn, Fungus, etc.)