Michelle A Moskiewicz

Narrative Designer / Associate Game Designer

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Motivated Narrative Designer and Associate Level Designer passionate about creating branching storylines, developing strong characters, and editing materials for RPGs. Ready to leverage expertise and background in multi-medium story writing, UE5 Blueprints/ Level Design, and leadership to provide exceptional work.

Education

09/2022 – 03/2023	**Game Design Associates,** *Full Sail University* Final GPA 3.78
02/2019 – 05/2021	**Creative Writing BFA,** *Full Sail University* GPA 3.96. Valedictorian. Advanced Achievement Award.

Professional Experience

2018 – present	**Narrative Designer / Game Writer,** *Freelance* Assisted in the utilization and usage of Twine, Ink, and Articy with various brands for game creation. Worked in a team environment to create unique worlds and characters for both tabletop and video-game implementation. Wrote and edited passages for world lore to ensure game continuity. Used lore documentation to script character concepts and dialogue for narrative-based games.
07/2022 – 12/2022	**Game Narrative Mentorship,** *ArenaNet LLC* Participated in individual and group mentorship sessions with lead writers and narrative designers at ArenaNet. Was provided with guidance and critique on RPG and Dialogue scripts.
12/2009 – 04/2018	**Cryogenic Technician / Instructor,** *United States Marine Corps* Mentored and guided employees ensuring completed training in product knowledge and capability of performing assigned duties. Generated and Handled Cryogenic Materials ensuring safety and publication protocols were followed. Maintained Aviation Cryogenic systems. Utilized leadership position to manage goals and employee tasks with exceptional professionalism.

Skills

Creative Design
World Building, Level Building

Unreal Engine 5
Blueprints, Level Design

Dialogue Scripting

Team Collaboration

Creative Writing

Management

Narrative Design
Ink, Twine, Articy

PC/NPC Creation
Background, Stats, Dialogue Voice