

EMILY WELLER | GAME WRITER

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Game writer and game designer with a bachelor's degree in Arts and Entertainment Technologies from the University of Texas at Austin. Seeking freelance and contract work related to game narratives. Has experience working collaboratively.

SKILLS

Technology: Word, Powerpoint, Miro, Trello, Twine, Ableton, Processing, Javascript, Unity

Writing: Dialogue, Proofreading, Editing, Copywriting, Branching Narratives, Narrative Design, Documentation, Flavor Text

RELEVANT PROJECTS

Murder at the Magic Rave

4/24

A tabletop roleplaying game about solving the murder of a powerful wizard in the aftermath of a rager. Designed to be played by 3-5 people and a game master in a single session.

Torchbearer

1/24-5/24

A third person puzzle-adventure game built in Unity revolving around the usage of light about delving to the bottom of sunken ruins in order to relight the path to the shrine of a god. Worked on with two other people. Designed puzzles, levels, and narrative.

An Unusual Walk

5/22

A short branching narrative about going for a walk with a talking sword. Different endings based on dialogue choices. Around 2000 words.

EXPERIENCE

Undergraduate Assistant | University of Texas at Austin

8/22-5/24

Assistant to Professor Shannon Murray in Intro to Narrative. Took attendance, gave writing feedback, arranged movie nights, and managed instructor surveys.

EDUCATION

Bachelor of Science in Arts and Entertainment Technologies | University of Texas at Austin

8/21- 5/24 | GPA: 3.91

Relevant Coursework

- Into to Narrative
- Narrative Design
- Writing for Stories, Scripts and Games
- Writing for Interactive Games and Media