

# Shonté Daniels / Narrative Designer, Writer

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## Education

**Master of Fine Arts, Creative Writing** - University of Maryland, College Park MD  
(August 2018 – May 2020)

**Bachelor of Arts in Creative Writing** - Albion College, Albion MI.  
(August 2010 - May 2014)

## Skills

Branching Dialogue  
Item Descriptions

Worldbuilding  
Character Design

Cutscenes  
Nonlinear Storytelling

## Professional Experience

- Narrative Designer, Blizzard *Unannounced Survival Game* (August 2022 – March 2024)
  - Created a narrative system to deliver story to players in a survival setting
  - Wrote and edited lore, backstories, and worldbuilding components of game
  - Wrote dialogue for cinematics and NPC interactions
  - Collaborated with designers to create locations and weapons that best fit the tone of the story
- Writer, Poorly Timed Games *Grim Tranquility* (June 2020 – August 2021)
  - Wrote and revised all narrative components, including cutscene scripts, side quests, barks, and item descriptions.
  - Created specific dialogue that could fit comic-style cutscenes
  - Coordinated with the Creative Director to create a compelling storyline that matched game design and gameplay.
- University of Maryland, English Professor (January 2019 – May 2020)
  - Taught undergraduate students English composition and Creative Writing
  - Planned lessons for each class and crafted writing projects and a syllabus for the semester
  - Collaborated and mentored students interested in creative writing
- Freelance Writer and Editor (May 2014 – June 2020)
  - Wrote gaming articles for major publications
  - Collaborated with editors to revise and improve articles
  - Work has appeared in *Motherboard*, *Vice Gaming*, *Kotaku* and elsewhere