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Password: secrets

SAMANTHA VICK

NARRATIVE DESIGNER

SKILLS

Narrative design (creative and technical), worldbuilding, script writing, team-building and leadership, VO casting and direction, paper prototyping

WORK EXPERIENCE

Amazon Game Studios – *Narrative Designer*

JANUARY 2017 – PRESENT, Seattle WA

- Project: *Crucible*
 - Concepted character and world lore for a brand-new IP
 - Designed and helped implement a custom dynamic dialogue system
 - Wrote thousands of unique VO lines and conversations for a diverse cast of characters
 - Conducted VO casting and directed VO recording in-studio

Amazon Game Studios – *Game Designer*

JULY 2013 – JANUARY 2017, Seattle WA

- Projects: *Crucible*, *The Unmaking*, unannounced projects
 - Helped concept and prototype multiple game projects from the ground up
 - As part of *Crucible*'s metagame team, designed multiple interlocking game systems
 - Designed and scripted wave-based battles and combat missions

Microsoft Game Studios – *Narrative Designer*

JULY 2012 – JULY 2013, Redmond WA

- Projects: *Ori and the Blind Forest*, *Project Spark*, unannounced projects
 - Helped develop transmedia stories for new and existing IPs
 - Crafted story bibles, pitch materials, and scripts for games, comics, animation, and live action
 - Worked with multiple internal and external multidisciplinary teams

INTERNSHIPS

Microsoft Game Studios – Narrative Design Intern

MAY 2011 – AUGUST 2011, Redmond WA

- Crafted pitches, wrote scripts, developed lore, conducted market research
- Collaborated with multidisciplinary teams across Microsoft Game Studios

THQ – Story Development Intern

JUNE 2010 – AUGUST 2010, Thousand Oaks CA

- Projects: *Darksiders 2*, *Red Faction: Armageddon*, unannounced projects
- Wrote dialogue, developed lore, fielded pitches and scripts, fetched extra mayo as needed

EDUCATION

University of Southern California – MFA, Interactive Media

AUGUST 2009 – MAY 2012, Los Angeles CA

Academic highlights:

- Annenberg Fellowship, 2009-2011
- IGDA GDC Scholar, 2011
- Master's thesis game project, *Songlines*
A gesture-based musical experience based on an Aboriginal Australian creation myth.
 - Led a multidisciplinary game team from conception to completion
 - Showed at multiple festivals including Indiecade, E3, UCLA Game Art Festival, TEDxUSC, Red Bull Glimpses, First Move @ First Look
 - E3 2012 Editor's Choice, Polygon

University of Massachusetts – BA, Psychology

AUGUST 2004 – MAY 2008, Amherst MA

Academic highlights:

- Magna Cum Laude
- Japanese and Creative Writing minors
- Commonwealth Honors College
- Semester abroad, Kansai Gaidai University, Japan

INTERESTS

RPGs, action games, my indie rock band, animated shows and films, weird history, mystery stories, Joseph Campbell, cute dogs, comedy, space.