Jesse Stewart Moore

Game Writer / Narrative Designer

Email: jesse.s.moore@gmail.com

Portfolio: https://jessesmoore.com

LinkedIn: https://www.linkedin.com/in/jesmo/

Skills:

Game Writing: Dialog, V/O, Cinematics, Quests, Lore, Character Biographies, Items & Journals.

Game Design: Narrative Design, Quest Design, Level Design, Generalist Design.

Software: Articy, Unity, UDK, ESCK, Adobe Suite, Audacity, Perforce, Sourcetree.

Production: Project Management, Team Leadership, Scheduling & Communication.

Languages: Python, Javascript, Actionscript 3.0.

Game Writing/Narrative Design Professional Work:

Writer/Narrative Designer @ Write Moore Media, LLC   **May 2023 - current**
- Formed company 'Write Moore Media LLC' to take on contract game writing work
- Complete narrative tasks such as quest design and writing, character design and dialogue, cosmetic item names and descriptions etc
- Collaborate with other writers, artists, engineers and licensors

*(Contracted as a writer on **Star Wars: Hunters** by Zynga from **July 2023 - February 2025**)*

Writer/Narrative Designer @ Drop Bear Bytes   **June 2021 - Jan 2023**
- Wrote and designed interactive dialogue for a post-apocalyptic RPG set in Australia
- Implemented quest dialogue in Articy and Unity
- Designed locations in collaboration with other writers, level designers, artists and developers

*(Worked on **Broken Roads**)*

Senior Writer/Narrative Designer @ Kognito   **Jan 2018 - May 2021**
- Wrote interactive simulations featuring conversation-based dialog choices
- Designed logic charts for each sim incorporating narrative flow and potential user paths
- Developed advanced/basic modes for sims and incorporate randomization features

*(Worked on: **Shift the Influence - Sienna, Capable OT1, VA Vists, CDC**)*

Lead Narrative Designer @ Gameloft   **July 2014 – December 2017**
- Led narrative team to create vast MMO experience for mobile
- Developed story outlines with designers and writers
- Wrote quest-text, dialog, voice-overs, tutorials, cinematics, character biographies and barks

*(Worked on: **Order & Chaos 2, Asphalt 8, NOVA Legacy, Battle Odyssey, Age of Sparta**)*

Education:

University of Central Florida (FIEA), Orlando, Florida

Master's Degree in Interactive Entertainment
- Designed quests and puzzles using Kismet in Unreal Engine
- Wrote and edited game dialogue; casted, recorded and directed Voice-Over sessions

University of Technology, Sydney, Australia

Bachelor of Arts (Honors) in Communications (Film/TV)