

# ZOE ROSENFELD

AAA game writer and narrative designer with a deep understanding of storytelling, character creation, and non-linear narrative structure. Collaborative and creative – adept at fostering partnerships with fellow writers and production teams to bring captivating stories to life.

10943 Fruitland Drive, Unit 7  
Studio City, CA 91604  
zo.rosenfeld@gmail.com  
ZRwrites.com

## NOTABLE WORK EXPERIENCE

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### **Narrative Designer (contract)**

RIFT Games

February - May, 2025

Developed overarching narrative and designed NPCs for The Consulting Detectives playable demo and upcoming Season 1 (PC). Contributed to playtesting and refining RIFT's proprietary dialogue generation engine for dynamic NPC and multiplayer interactions.

### **Narrative Designer (contract)**

Lightspeed LA

2024

Designed 20+ ambient and interactive NPC archetypes for the open world of *Last Sentinel* (AAA). Wrote and revised barks and short interactive conversations for NPCs. Wrote and edited cinematics for main and character-based missions.

### **Lead Narrative Designer (contract)**

Creative Mobile

January - November, 2023

Developed 5-chapter narrative arc, characters, and world lore for *Nitro Nation: World Tour* (mobile) as the game neared worldwide launch. Scripted first-time user experience, cinematic dialogue, and other narrative elements.

### **Narrative Designer**

Mythical Games

2020-2022

Created world-building, character development, and first-time user experience content for *Blankos Block Party* (PC) and *Nitro Nation* (mobile). Wrote/edited cinematic and mission scripts for Blankos.

### **Dialogue Assistant**

Ubisoft Montpellier

March - August, 2011

Wrote and edited promotional material published on The Daily Bubble, the development blog for Rayman Origins. Wrote in-game dialogue for game and expanded lore published with pre-ordered art books.

## SKILLS & PROFICIENCIES

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- Non-linear storytelling
- Designing worlds and characters
- Writing, editing, and revising scripts, dialogue and in-game cinematics.
- Collaborative mindset
- Project management

## EDUCATION

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Bachelor of Fine Arts in Theatre

Reed College, Portland, OR

2016

Graduated with honors

## REFERENCES

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M. Gab Shrager

Lead Narrative Designer, Lightspeed LA

gshrager@tencent.com

Charles Beacham

Former Narrative Lead, Mythical Games

charles@charlesbeacham.com