Zoe Rosenfeld

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Profile	Narrative designer with AAA game experience who thrives on creative collaboration. More than five years of experience as a writer and designer as a part of fast-paced creative teams.		
Skills	Script writing • Narrative design • Social media • World building • Procedural story content creation • Troubleshooting narrative flow • Editing • Project management.		
Relevant Experience	for Blankos Block Party (PC) and Nitro N	ames – 2020-2022 orld-building, character development, and first-time user experience content <i>Party</i> (PC) and <i>Nitro Nation</i> (Mobile). Wrote/edited cinematic and mission s. Developed content strategy for <i>Blankos</i> monthly "Party Pass."	
	Narrative Designer and Editor (contract): Haiba, LLC – 2020-2021 Writing, reviewing and editing branching narratives for clarity of storytelling and gameplay. Working with other writers to strengthen narrative. QA testing for new writing software.		
	Social Media Manager: <i>Dreamboy</i> podcast – 2018–2020 Developed and managed social media voice on Twitter, Instagram, and Facebook. Worked closely with New-York based creative team to create a unified voice and message. Drove brand awareness and engagement.		
	Dialogue Assistant: Ubisoft Entertainment – 2011 Wrote and edited promotional material published on <i>The Daily Bubble</i> , the development blog for <i>Rayman Origins</i> . Wrote in-game dialogue for game and expanded lore published with pre- ordered art books.		
	Set Designer: Zoe Rosenfeld Designs – 2015–present Realizing complex, self-directed projects. Managing small teams under a tight deadline while maintaining a high level of self-sufficiency. Contributing to overall project aesthetic and narrative throughout design process.		
	Teaching Artist/Education Apprentice: Actors Theatre of Louisville – 2017-2018 Reviewed and wrote coverage for over 200 plays in the New Voices Young Playwrights competition. Compiled and edited New Voices Young Playwrights Anthology. Taught playwriting to 6th-12th grade students. Managed schedules, organized office functions, and oversaw daily operations of Education Department.		
Education	Reed College; Portland, OR – Bachelor of Arts in Theatre Graduated with honors May, 2016		
References	Charles Beacham Lead Writer, Mythical Games <u>charles@mythical.games</u>	M. Gabrielle Shrager Lead Writer, LightSpeed LA mgshrager@gmail.com	