

Liam Gregory

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About me:

Hey. My name's Liam, and I am an aspiring Game Writer. I have experience in both team and self-driven projects and have a specialty in writing fantasy material with supernatural, mythical and anthropomorphic creatures at the forefront as they allow for more diverse worldbuilding and character design.

Skills and Qualities:

- Driven and motivated to hone my craft and learn new information/methods.
- Able to understand and pick up new methods quickly.
- Experience in Unity, Twine, Inky and Inform7.
- Basic level of understanding in Photoshop and other Adobe Suite products.
- Experience with the Agile and Scrum methodology.
- Excellent at communication, both in person and online.
- Great at timekeeping and working to briefs on a deadline.
- Able to give and receive constructive feedback and improve my work thereafter.

Achievements and other experience:

- Successfully ran two YouTube channels.
- Raised £2500 for Macmillan by participating in a 24-hour gaming livestream with three friends.
- Worked in 3 different cafes/ restaurants, focusing on giving a quick and friendly service to customers.

Education:

- 10 GCSEs including an A in Maths and English.
- Distinction for both Level 3 and Level 3 Extended Diploma in Game Design.
- Predicted 2:1 from Falmouth University in BA Game Development: Writing.

Projects and Experience.

Glow:

- Lead Narrative Designer.
- Created and implemented dialogue, lore in the form of journals and other written material within the game.
- Influenced level design, layout and setting through environmental storytelling research and conceptualization.
- Created documentation for the team to refer to.
- Communicated with an outsourced freelance audio designer on audio effects and voice manipulation.
- Prototyped early level and narrative concepts in Twine, and playtested them, focusing on the participants emotions.

Rise of the Kral'dyr:

- Solo project created in Twine over an eight-week period.
- Created a brief to refer to, with a week-by-week plan of action and a hierarchy of tasks based on importance to the project.
- Documented research and design processes as I created the game.
- Playtested and gained feedback on design choices, both with peers and with members of the public.
- Created a small character customization after noticing a lack of them in other Twine products on Itch.io.

Freelance Journalism:

- Wrote reviews, guides and news for two gaming websites— Gaming Historia and Start Menu.
- Had a two-month stint as a Freelance Writer for esports giants OpTic Gaming, conducting interviews with players, producing event recaps and news about the team.

References available upon request.

