

Quain Holtey

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PROFESSIONAL SUMMARY

Branching Dialogue | Narrative Design | Script Writing

Award-Winning Narrative Designer with over 3 years of industry experience utilizing most commercially available engines, including Unreal Engine 5 and Unity. Production experience, including leading a narrative team of upwards of 9 designers and writers, and coordinating across quest and writing teams.

AREAS OF EXPERTISE

- Script Writing
- Design Documentation
- Cutscene Creation
- Team Communication
- Visual Scripting
- Branching Narrative
- Unreal Game Engine
- Interactive Dialogue
- VO Recording

PROFESSIONAL GAME WRITING EXPERIENCE

Epic Games, Remote/Hybrid

Development Coordinator

February 2023 – Present

- Work across multiple teams in a **live-service environment** to deliver regular quest content
- Write quest text, NPC dialogue, and scriptable character barks across multiple games
- Adhere to strict and varied brand and publishing guidelines for both internal and external IP holders
- Ideate, document, and deliver on seasonal storytelling
- Facilitate meetings across teams and studios to regularly review and playtest quest content
- Immediately acted upon critique and feedback from designers, leads, and writers

Celtec/Black Banshee Studios, Remote/Hybrid

Narrative Designer

April 2022 – February 2023

- Write **Award-Winning narrative** for interactive fiction and visual novel games
- Script writing for in-game dialogue and text
- Lead a narrative team of 4-9 designers across 3-4 projects at any given time
- Craft worlds and characters with deep connections, themes, subplots, and motivations
- Create and maintain technical documentation on workflows, processes, and designs
- Give, receive, and implement constructive criticism and feedback in a timely manner

Producer

May 2022 – February 2023

- Lead an Award-Winning, 30-person team in creating an expansive visual novel experience
- Maintain, assign, and upkeep taskwork in an **agile development** environment
- Lead the team in implementing iterative testing processes
- Worked with leads and team members to develop processes that reduced rework and increased time delivery

Reim Entertainment, Remote

Narrative Designer

Aug 2019 – April 2022

- Write, direct, and implement in-engine cutscenes inside the Unity Engine
- Write and implement for all tiers of **interactive narrative**, including critical path and supporting content
- Design and document narrative systems, worldbuilding, character, and other narrative documents
- Collaborate with a cross-disciplinary team of 8 developers to achieve a shared creative vision

EDUCATION

Master of Science in Game Design | Full Sail University

2022

- Recipient of the Advanced Achiever Award and Valedictorian

Bachelor of Fine Arts in Creative Writing | Full Sail University

2021

ADDITIONAL WRITING EXPERIENCE

Writer | The Gamer - Article List Writer | Online publication | thegamer.com

2022