

Anniemay Parker (She/Her)

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Summary

I am a collaborative Junior Narrative Designer who treasures creating stories focused on characters, their relationships, and developing their arcs in response to game events. I enjoy collaborating with every department to develop and empower our narrative in a meaningful way. I am a self-directed Narrative Designer excited to learn new skills to assist my team and construct inclusive, accessible, and engaging stories for players everywhere.

Work History

Junior Narrative Designer at Digital Lode Immersive Media, October 2021 - Current

- ◆ Implemented, tested, and edited dialogue and sequences in Unreal
- ◆ Collaborated with the Senior Narrative Design Consultant to write and edit the game script
- ◆ Create design documentation for characters, locations, objects, and events to assist other departments and the producer with production
- ◆ Create proposals for the Creative Director concerning scope cuts, the game's budget, solving narrative issues, and reworking characters and plot points to suit the project's themes better
- ◆ Met with publishers to discuss and incorporate narrative feedback, prepare relevant game files and documentation for external localisation teams
- ◆ Sourcing, contacting, and directing voice actors
- ◆ Won Above and Beyond staff recognition award

Junior QA Tester at Digital Lode Immersive Media, May 2021 - November 2021

- ◆ Using JIRA to log and triage bugs

- ◆ Participating in QA team meetings to showcase what testers have discovered
- ◆ Delegating important tasks between team members to ensure efficiency in completing playtests
- ◆ Communicating feedback and bugs to different departments

Junior QA Tester at Experimental Design, Aug 2021 - October 2021

- ◆ Used JIRA to log bugs, providing evidence and reproduction steps
- ◆ Communicated regularly with overseas team members to gather information on builds and playtesting focuses that encompassed UI/UX, and object/location descriptions

Relevant Projects

Narrative Designer, Writer, Concept Artist & Project Manager for 'Anamnesis' - 2021

Australian Global Game Jam: Developed with Unity, I ensured our game had a narrative and world that integrated seamlessly with gameplay elements.

- ◆ Developed documentation for narrative, dialogue, and game design
- ◆ Held daily meetings around collaboration, task delegation, and any issues we had
- ◆ Used Photoshop to produce concept art for UI, character sprites, location designs, and world map design
- ◆ Set up dialogue sequences within Unity
- ◆ Assisted with playtesting and debugging

Education

Bachelor of Arts: Creative Writing - Deakin University

03/2018 - 02/2021