

# Mariah Morris

## Writer - Lead Narrative Designer - Copywriter

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## Experience

JUNE 2021 - PRESENT

### **Bungie**, Remote - *Contract Narrative Designer - Destiny 2*

- Crafted copy for existing story content for an upcoming feature in *Destiny 2*
- Researched seven years worth of in-game lore, key characters and events for contextual and tonal accuracy.
- Collaborated with writing leads and stakeholders for iteration, feedback, and edits.

MAY 2017 - PRESENT

### **Kung Fu Factory**, Los Angeles - *Lead Narrative Designer, Writer, Copywriter, Producer of Localization*

- Responsible for the creative implementation and adaptation of a storyline for a well-known and highly popular intellectual property for an upcoming mobile game.
- Developed characters, constructed and edited dialogue as well as weekly events for the game's on-going narrative.
- Contributed to design decisions to integrate narrative storytelling mechanics into the game's core experience.
- Designed character art briefs and write-ups for playable characters and key items to appear and interact with the world including the face of the tutorial persona.
- Oversaw narrative implementation of *Ty Beanie Blast* including orchestrating a mass rewrite of all live material
- Composed copy for various store pages, clickable ads and social media pages for *Hotel Transylvania Blast*, *Ty Beanie Blast*, *Pacific Rim: Breach Wars*, and an upcoming mobile game.

## Extra Curricular

### **Freelance Editor for Bloodthorn Press** - 2019-Present

*Draft Editor for tabletop games Necropolis and Dungeons and Dilemmas*

### **National Novel Writing Month Challenge Winner** - 2016-2020

*The Princess and the Changeling, Galaxy Girl, Galaxy Girl 2: Another One, Galaxy Girl(s), and Hexgirlfriend*

### **Dungeon Master**- 2019-Present

*Dungeons and Dragons 5th Edition - Hoard of the Dragon Queen/Rise of Tiamat*

### **Anime Los Angeles Convention Panelist** - January 2020

*Intermediate Writer's Workshop*

## Skills

Writing, Narrative Design, Copywriting, Unity 3D, Ink Script, Perforce, Character Design, World Building,

Editing, Game Design (Digital and Physical), Agile, JIRA, OBS (Open Broadcasting Suite) Adobe Suite, Social Media and Community Management (Discord), Branding and Marketing, Player Support Management, Event Coordination, Video Editing.

## Education

JULY 2011 - DECEMBER 2014

**The Art Institutes of California- Los Angeles, Santa Monica** - *Bachelor's Degree of Science - Game Art and Design* - Dean's Honor Roll 2011-2014