



Leann Sterling

NARRATIVE DESIGNER | GAME WRITER

ABOUT ME

Passionate about conveying stories in the unique medium of games. Experienced with collaborating and communicating with diverse teams. Dedicated and focused on completing tasks to the highest possible standard.

CONTACT



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www.leannsterling.com

EDUCATION

Sheridan College | 2017 - 2021

Honours Bachelors of Game Design

TOOLS

Unity	Photoshop
Ren'Py	Ink
Twine	Trello
Aseprite	Hack n Plan
Celtx	ClickUp

INTERESTS



Musical Theater



Creative Writing



Mythology



True Crime

PROFESSIONAL PILLARS

GAME WRITING

- Planned, designed, wrote and implemented gameplay and story for puzzle game *Emily All Alone*, voted best game in Jammin 2021 Game Jam
- Designed and wrote twine narrative game (1) *New Message*, as commissioned for Wordplay by the Hand Eye Society
- Planned and wrote branching narratives for mobile roleplaying game *Storylines: Passion and Fashion*
- Designed, fleshed out, and wrote dialogue for characters for *Storylines: Passion and Fashion*

COMMUNICATION AND COLLABORATION

- Attend regular scheduled stand ups and meetings
- Gave team wide presentations on important concepts to educate the team and create ease of conversation around unfamiliar topics
- Planned and suggested next steps to improve product, following through with the plan alongside the rest of the team

EXPERIENCE

GAME DESIGNER & WRITER | CODE COVEN SUMMER PROGRAM | JUNE 2020 - AUGUST 2020

- Worked with Rat House through Code Coven to design and write for rhythm based Role Playing Game *Work Sucks*

NARRATIVE CONSULTANT | TANGENT INTERACTIVE | FEBRUARY 2022 - JUNE 2022

- Conceptualized, wrote and edited playable short stories and item descriptions for the mobile game *Storylines: Passion and Fashion*

NARRATIVE CONSULTANT | RELISH STUDIOS | JUNE 2022 - JUNE 2023

- Conceptualized, wrote and edited playable short stories and item descriptions for the mobile game *Storylines: Passion and Fashion*

REFERENCES AVAILABLE UPON REQUEST