



Leann Sterling

NARRATIVE DESIGNER | GAME WRITER

ABOUT ME

Passionate about conveying messages 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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EDUCATION

Sheridan College | 2017 - 2021

Honours Bachelors of Game Design

TOOLS

Unity	Trello
Ren'Py	Photoshop
Fungus	Spine
Twine	Ink
Aseprite	Hack n Plan

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 game (1) *New Message*, which was commissioned for Wordplay by the Hand Eye Society
- Wrote character dialogue for rhythm-based RPG *Work Sucks*
- Designed character, planned, prototyped, and wrote Venus route for branching narrative dating sim *Cosmixology*

GAME DESIGN

- Designed and implemented levels for *Work Sucks*
- Planned attack and dodge beat maps for *Work Sucks*
- Conceptualized and designed (1) *New Message*

COMMUNICATION AND COLLABORATION

- Consistently collaborate with small, diverse teams
- Attend regular scheduled stand ups and meetings
- Conducted consumer research in order to accurately capture the intended experience

EXPERIENCE

COMMISSIONED DESIGNER | WORDPLAY 2020 |

OCTOBER 2020-NOVEMBER 2020

- Commissioned by the Hand Eye Society to conceptualize, design and develop a narrative based game under the theme "Empty Words" in the span of two months

GAME DESIGNER & WRITER | CODE COVEN SUMMER

PROGRAM | JUNE 2020 - AUGUST 2020

- Created and worked with Rat House to design and write the Role Playing Game *Work Sucks*

ALUMNI SPEAKER | IMMACULATE CONCEPTION HIGH

SCHOOL | 2018 - 2019

- Discussed questions and concerns with young women in order to alleviate fear about the future of their schooling and lives

REFERENCES AVAILABLE UPON REQUEST