JEN CAMPBELL

Urbana, IL 61801 | 217.714.1050
jencampbellwriter.com/ | jennifer.anne.campbell@gmail.com

PROFESSIONAL SUMMARY

Proven AAA Game Writer with experience ferrying projects from conception through release. Ensures narrative scope and schedules are achievable while maintaining narrative documentation. Promotes an enjoyable, creative work environment that encourages growth and continued improvement to storytelling craft.

SKILLS

Communication	Storytelling	Game Engine Tools
AAA Game Narrative	Complex Narrative Writing	Cross-Team Collaboration

WORK HISTORY

Boondock Bard LLC - Urbana, IL **2017-Present**

Freelance Writer

- Taught narrative design to students at Alfaisal University
- Wrote mobile game narratives
- Edited narrative-based podcasts

Sword and Wand - Remote **4.2024-6.2024**

Writer (Contract)

- Developed narrative pillars and tone chart
- Identified and pitched narrative processes
- Refined characters by writing detailed bios and personality matrixes
- Wrote promotional cinematics
- Collaborated with Design to expand and deepen narrative opportunities

Sledgehammer Games - Remote **2022-2024**

Senior Narrative Designer

- Wrote engaging dialog for campaign missions and live season maps
- Created the narrative structure for the new sandbox missions
- Created characters for Multiplayer and Live Seasons
- Implemented narrative into the game and worked with the Dialog Team to improve the in-house dialog tool
- Mentored junior writers in craft

- Led writer's rooms for spearheaded missions, providing visibility and fostering collaboration between team members both within and outside of the narrative department

Deep Silver Volition – Champaign, IL **2014-2022**

Writer / Narrative Designer

- Developed and wrote the Saints Row Dustlander story arc that became a fan favorite
- Wrote mission dialog and cinematics for multiple projects
- Created world and character narratives
- Guided actors during VO recording sessions, ensuring tone and context were clear
- Implemented narrative using in-house dialog tool, ensuring easy hookup for the design team
- Trained team members on how to use in-house dialog tool
- Led the DEI Women's Group

EDUCATION

University of Illinois at Urbana-Champaign **2006**

BA Creative Writing

PROJECTS

Call of Duty: Modern Warfare 3

Saints Row 2022

The Goldbergs: Back to the 80s

Agents of Mayhem

SOFTWARE AND TOOLS

//Design

Microsoft 365, Google Suite, Final Draft, Celtx, Miro

//Production

Jira, Hansoft, Confluence, Perforce

//Engines

Unreal, Twine, Proprietary Engines

//Communication

Slack, Discord, Teams, Zoom