

RANSOM LINDER

NARRATIVE DESIGNER

CONTACT

LinkedIn:

ransom-linder

Portfolio:

ransomlinder.com

SKILLS

Narrative Writing

Quest Design

Level Design

Technical Writing

Concept Art

Project Management

SOFTWARE

Unreal Engine 4 and 5

Photoshop

Twine

Maya

Illustrator

Premiere Pro

Substance Painter

LANGUAGES

Coding:

Blueprinting

C++

Python

Natural:

English

Japanese

PROJECTS

Don't Get Ghosted | Team of 5 | May 2021 - August 2021

Showcased at Games Y'all Oct 23, Vizagogo 2022

- Wrote dialogue options and weighted responses for ghosted lose-condition
- Designed maze chase and dating sim multitasking system
- Designed level layout and white boxed level
- Recruited playtesters and implemented their feedback for balancing

Sun, Moon, and Harmony | Team of 2 | June 2022 - July

Showcased at Vizagogo 2023

- Designed non-verbal narrative
- Planned and blocked out four short 3D levels
- Designed magic combos for combat and puzzle solving
- Implemented mechanics with co-programmer
- Created environmental narrative assets

One Friend Online | Team of 3 | April 2023 - October 2023

Showcased at Games Y'all Jan 24

- Led the narrative design on 3D adventure game which takes roughly 18 minutes to complete with co-designer.
- Plotted out the story with co-designer, using 3 act structure, and wrote the script of levels 1, 2, and 4
- Designed and blocked out levels 2 and 4

Emergent Narrative Prototype | Solo Project | January 2023 - Present

- Creating an abstract procedural narrative generator, based on three act structure

EDUCATION

BS Visualization, Minor in Game Design | Texas A&M University May 2023