

Ransom Linder

Quest Designer

CONTACT

LinkedIn

ransom-linder

Portfolio

ransomlinder.com

SKILLS

Quest Design

Narrative Writing

Level Design

3D Modeling

Technical Writing

Documentation

SOFTWARE

Unreal Engine 4 and 5

Godot

Notion

Inkle

Maya

Perforce

LANGUAGES

Coding

- Blueprints
- C++
- Ink

Natural

- English
- Japanese

EDUCATION

The Narrative

Department Game

Writing Masterclass

2024

Texas A&M University

BS Visualization, Minor

in Game Design

2023

EXPERIENCE

Small Loan Studio – Technical Narrative Designer

January 2025 - Present

- Design quests and implement them using Godot.
- Write and implement dialogue, item descriptions, and content in engine for a paranormal, detective game set in 1700s Europe.
- Leading the Red Rain programming and narrative implementation teams, training and managing new engineers in the Solarus engine.
- Cooperate with project manager, narrative leads and 50+ team members to ensure narrative consistency; keep detailed documentation and implement feedback.

Meta via TEKsystems – Data Annotator

August 2025 - Present

- Review and curate large-scale image datasets to identify high-quality assets aligned with specific verticals.

Apple via Mindlance – 3D Environment Editor

July 2024 - July 2025

- Analyzed and remedied deficiencies by marking 3D generated data.

PROJECTS

One Friend Online | Team of 3

April 2023 - October 2023

- Designed half the quests and implemented them using UE5.
- Created narrative for a 3D adventure game with co-designer, wrote scripts of levels 1, 2, and 4. Oversaw and implemented VO.
- Blocked out and helped world build levels 2 and 4 in UE5, planning assets required for the creation of the quests with artist and co-designer.
- Iterated on design, adding landmarks and props based on playtesting feedback to ensure smooth gameplay and the proper functionality of narrative elements.

Emergent Narrative Prototype | Solo

January 2023 - May 2023

- Coded an abstract procedural narrative generator, based on three act structure via Unreal Engine 5's Blueprints.
- Implemented a system that detects the player's goal; coded AI behavior that sends NPCs to conflict with that goal in increasing difficulty.

Don't Get Ghosted | Team of 5

May 2021 - August 2021

- Wrote and implemented a multitasking system where the player switches between sneaking away from their boss and texting their gf.
- Recruited playtesters and filtered their feedback for balancing both lose condition's difficulty.