Katie Tenney

1234 Vía Esperanza, San Dimas, CA 91773 | (310) 591 – 0608 | *kaitrielle@gmail.com*

Experience

Obsidian Entertainment // Narrative Designer – Associate II // September 2020 – Present

- Collaboratively designed and wrote several quests, notably “First Contact with the Enemy” and “The Wasteland Courier.”
- Collaboratively designed several bits of interstitial content, ranging from examinables to full conversations to small tasks dotted around the overlands.
- Wrote for the companion Yatzli in all her appearances across the game as well as her end slides, cosplay guide, et al.
- Prepared scripts for voice actor, providing context, pronunciations, and some direction.
- Sat in VO sessions, supporting both the actors and director.
- Wrote item descriptions for all food in the game.
- Along with the rest of the writing team, ideated on the golden path storyline, helping to shape direction.
- Designed the look and quests for a companion, as well as writing that same character.
- Helped ideate on and create documentation for new systems.
- Helped onboard and train contractors on tools and lore.

Skills

- Unreal Engine
- Collaborating with other departments
- Creating and maintaining documentation
- Presenting and pitching ideas

Education

The Los Angeles Film School – Associates in Game Production, 2015

Portfolio

https://kaitrielle.com/portfolio