

# THOMAS MCGUINNESS

514-833-8868 | thomasmcguinnesswriter@gmail.com | www.thomasmcguinness.com

## OVERVIEW

- A passionate storyteller and a champion of the player experience in game narratives.
- Skills: Scriptwriting, Narrative Design, Proofreading, Research, QA
- Software: Google Suite, Microsoft Office, Jira,
- Languages: English & French

## EXPERIENCE

### **Games Live Ops & Editorial Merchandising Associate**

Google Play (via Vaco) | Montreal, QC

Jan 2024 - Present

- Wrote, edited, and proofread promotional copy and snippets for games in the Google Play store.
- Managed programing, targeting, asset delivery, dev communications, and quality assurance for games.
- Lead curation of the Indie Corner collection.
- Localized global campaigns.
- Researched and tested games for quality.
- Worked collaboratively within a cross-functional and international team environment.

### **Scriptwriter for *Dublin Mysteries***

EarReality | Remote

Jul 2023 - Present

- Created, ideated, and implemented a historical mystery audio-adventure game in the TWIST Engine.
- Crafted a branching narrative featuring exciting puzzles and multiple unique endings.
- Wrote scripts for intriguing casts of diverse characters.
- Researched events and figures of turn of the century Ireland to ensure historical authenticity.
- Lead workshops for emerging creatives on writing interactive fiction in the TWIST Engine.
- Provided voice direction for the recording of character VO.
- Wrote market copy for the promotion of games.

### **English Localization Quality Assurance Tester**

GlobalStep Montreal | Montreal, QC

Jun 2023 - Jan 2024

- Playtested games to assure quality of localized texts.
- Searched for bugs through regression testing.
- Reported bugs through Redmine and Jira.
- Advised on how to alter texts to improve localization.

### **Narrative Designer for *My Success Story***

Digigo | Remote

Aug 2022 – Dec 2022

- Proofread scripts & provided constructive feedback to writers.
- Implemented branching dialogue into the studio's proprietary game engine.
- Collaborated with artists in the development of game assets.

### **Game Designer**

A/Maze Montreal | Montreal, QC

Aug 2017 – Jan 2024

- Designed escape room narratives, puzzles, game guides, and design documentation.
- Wrote market copy and promotional materials for the launch of new games.

## **EDUCATION**

### **The Academy Workshop**

Writing Interactive Academy | Remote

Mar 2023 – Dec 2023

- Developed an interactive narrative prototype under the mentorship of Dr. Greg Buchanan.
- Provided constructive feedback on in-development games and their scripts.

### **Game Writing Masterclass**

The Narrative Department | Remote

Apr 2023 – May 2023

- Wrote scripts, design docs, and a text game under the tutelage of Susan O'Connor.

### **BA Honours English Literature & Creative Writing**

Concordia University | Montreal, QC

Aug 2019 – Jun 2022

- Graduated with distinction as a member of the Dean's list and the Golden Key Honour Society.
- Studied Videogames as Literature under the Technoculture, Art, and Games Research Center.