

# THOMAS MCGUINNESS

Writer & Narrative Designer

## OVERVIEW

- A passionate storyteller and a champion of the player experience in game narratives.
- Skills: Scriptwriting, Technical Writing, Technical Narrative Design, Worldbuilding, QA, Localization
- Software: Twine, Ink, Unity, Unreal, Google Suite, Word, Excel, Jira
- Languages: English & French

## INDUSTRY EXPERIENCE

### Writer of *The Dublin Mysteries*

Ear Reality | 2023

- Created, ideated, and implemented a thrilling mystery game in the TWIST Engine.
- Crafted a branching narrative featuring exciting puzzles and four unique endings.
- Developed scripts for an intriguing cast of diverse characters.
- Provided voice direction for the recording of character VO.
- Wrote market copy for the promotion of the game.

### English Localization Quality Assurance Tester

Global Step Montreal | 2023-Present

- 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 on *My Success Story*

Digigo | 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.

### Freelance Game Writer

Various | 2022-Present

- Wrote game scripts, barks, item descriptions, and more across various projects.

### Escape Room Game Designer

A/Maze Montreal | 2017-Present

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

## EDUCATION

### **Writing Interactive Academy**

The Academy Workshop | 2023

- Developed an interactive narrative prototype under the mentorship of Dr. Greg Buchanan.

### **The Narrative Department**

Game Writing Masterclass | 2023

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

### **The University of British Columbia**

Professional Certificate in Writing for Video Games | 2022

- Studied the intricacies of writing for the medium of video games.

### **Concordia University**

BA Honours English Literature & Creative Writing | 2019-2022

- Graduated with distinction as a member of the Dean's list and the Golden Key Honour Society.