

# CODY RAY

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## PROFESSIONAL SUMMARY

Narrative Designer with experience in world building and creating compelling visual dialogue and character creation. Ultimate goal is to ensure that the player receives the best possible experience, achieving this by executing the vision of the Narrative Lead while incorporating the needs of the Quest Designers. Excels at problem-solving, cross-team collaboration and clear communication.

## EXPERIENCE

### DESIGNER/WRITER/PROJECT OWNER

Oct 2019 – Present

Cody's Realm Games, *Warlords* (Tactical eCard Game)

- Created complete Game Design Document.
- Developed the physical prototype.
- Directed artists, programmers, and other game designers to bring the vision of the game to fruition.

### NARRATIVE DESIGNER/PROJECT OWNER

Mar 2019 – Present

Cody's Realm Games, *Project Exodus* (Hypertext Game)

- Crafted the story and lore to enrich the player's experience through branching storylines.
- Programmed hypertext links and HUD with Resource Management.

### LEAD WRITER

Jun 2019 – April 2020

Zygotbot Internship, *Dino Tank* (3rd Person Shooter)

- Created backstory, lore and dialogue for the game's characters.
- Created and implemented trigger dialogue within Unity Game Engine.
- Play tested to identify bugs within the game.

### WRITER

Jun 2019 – April 2020

Zygotbot Internship, *Humanity SaVR* (VR Rail Shooter)

- Assisted in the creation of backstory and lore.
- Participated in character design.

## SKILLS

Proficient in Excel, Word, Google Suites, Unity, Unreal, Twine, Final Draft, C++, Python and WOW Classic.

## EDUCATION & CERTIFICATIONS

Developing Video Game Narratives 2022  
*UCLA Extension, Los Angeles, CA*

Game Design, Masters of Science 2020  
*Full Sail University, Winter Park, FL*

Creative Writing, Bachelors of Fine Arts 2017  
*Full Sail University, Winter Park, FL*