

# Kyle Holmquist

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## QUALIFICATIONS PROFILE

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Highly skilled and innovative **Narrative Designer** with extensive experience designing and developing video games from conception through launch. Experienced with sketching ideas, creating characters, writing naturally flowing dialogue, and selecting art/animation elements. Proven expertise in using mechanics to build game scenarios. Adept at completing multiple projects and leading diverse teams, while meeting all milestones, deadlines, and budget requirements. In-depth knowledge of programming languages; leveraging exceptional organizational, communication, analytical thinking, and leadership skills. **Areas of expertise...**

- |                                 |                            |                        |
|---------------------------------|----------------------------|------------------------|
| • Game Design & Development     | • Video Editing            | • Computer Engineering |
| • Game Characters & Story Lines | • Creativity & Imagination | • Client Satisfaction  |
| • Quality Testing & Debugging   | • Project Management       | • Team Leadership      |

## PROFESSIONAL EXPERIENCE

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Netmarble Games, Los Angeles, CA

**Editor and Assistant Manager, 8/2016 – Present**

Explain the in-game terminology and develop the language style in correlation with the game based on theme/style. Compile and edit in-game text, including updating story bibles and game term/style guides over a game's lifecycle. Ensure the quality of all English text and UI by playing a game from start to finish.

*Key Achievements:*

- Played a key role as editor by successfully launching 5 games.
- Credited with managing live games, including Seven Knights, Iron Throne, Lineage 2: Revolution, Fishing Strike, Destiny Knights, and Stone Age.
- Edited approximately 1M words in 2019, meeting 100% deadlines and satisfactions.

Akupara Games, Los Angeles, CA

**Creative Lead and Narrative Designer, 7/2019 – 1/2020**

Assumed key accountability for leading the creative vision and narrative direction for a game's vertical slice, including developing an original story and characters. Coordinated with audio lead to discuss overall game's sound/music style, while taking auditions of voice actors and attending VO sessions.

*Key Achievements:*

- Created a vertical slice's script in collaboration with lead designer that successfully teased narrative and game mechanics.
- Steered a team of 10 members and delivered creative vision to produce a vertical slice of a game.

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Dysotek, Inc, Chieti, Italy

**Narrative Designer/Game Designer, 7/2015 – 11/2015**

Discussed game character with client to create an original story set in America's South during slavery. Formulated and developed the plot, all the characters, dialogue, and point-and-click gameplay sequences for the game.

*Key Achievements:*

- Achieved client's satisfaction by successfully writing and designing the entire game, including crafting 100% of the game's original, historical fiction story.
- Created 115+ unique point-and-click gameplay scenes for the player to interact with the scene.

Hiker Games | Night Light Interactive | Wicked Fun, Inc, Los Angeles, CA

**Narrative Designer, 6/2012 – 4/2015**

Engaged with lead designer to create the game's tragic backstory and narrative vision. Designed game's backstory, plot, and characters. Coordinated with game designers to tie game's narrative progression with gameplay mechanics and puzzle sequences.

*Key Achievements:*

- Launched the game "Toy Odyssey: The Lost and Found" in September 2016.
- Modified fledgling game world that accrued the skills needed to play a game.
- Wrote over 160 unique quests and side quests, including over 1,000 unique lines of dialogue and descriptions for more than 40 unique enemies.
- Launched "Whispering Willows Game" in July 2014 that won the 2014 Indie Prize Best Game Story Award as well as First Place at the Seattle Indie Games Competition in 2014.
- Wrote and developed the entire game's gameplay progressions, cut scenes, dialogue, and journal entries.

*Additional experience as **Writer** at Animax Entertainment*

## EDUCATION

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**BS in Computer Animation and Game Development; Minor in Game Design and Creative Writing, 2011**

California State University, Chico