

## Senior Scriptwriter

[www.drsherman.org/portfolio](http://www.drsherman.org/portfolio)

## Core Competencies

Game Lore  
Story Design  
Game Fiction

Dialogue  
Story Documentation  
Character Development

IP Management  
Branching Narrative  
Supervising VO Recording

## Major Projects

### Ubisoft MTL, Game Developer & Publisher, 2016-current

#### Senior Scriptwriter on Unannounced Project

Developed new IP in conjunction with manager  
Oversaw text from external contractors  
Maintained tone and continuity across all universes  
Mentored junior writers  
Presented talks on story structure and dialogue



#### Senior Scriptwriter on Watch Dogs Legion

Wrote one of five primary storylines  
Developed character and faction backgrounds  
Collaborated with LDs on developing and pitching mission ideas  
Wrote specific personas across all missions  
Worked with actors during motion capture and voice recording sessions  
Assisted junior writers



#### Senior Scriptwriter on Assassin's Creed: Odyssey

Developed storylines and characters in conjunction with LDs and cinematics  
Wrote side missions, including all dialogue and in-game text



#### Senior Scriptwriter on FarCry 5

Worked on open world realization: NPC interactions, intel delivery, and overheard conversations  
Wrote secondary missions, including dialogue, collectibles, and other in-game text  
Mentored junior writers



#### Senior Scriptwriter on Rainbow Six Siege

Developed character profiles: backstory, traits, weaponry  
Researched real world counter-intelligence agencies/counter-terrorism units



#### Senior Scriptwriter on Watch Dogs 2

Wrote two DLC missions (Caustic Progress & Automata) including main narrative, ambient dialogue, NPC interactions, intercepted phone calls, and in-game-text  
Worked on the Living City in the main game, which includes ambient dialogue, intercepted phone calls, interactions with NPCs, graffiti, and in-game advertising  
Directed voice actors and participated in motion capture shoots  
Wrote the official DedSec blog



## Prodigal Games, Independent Game Developer, 2014-2016

### Co-founder & Lead Narrative Designer on 40 Years In Space

Created story concept and game universe in conjunction with lead designer  
Wrote dialogue, quests, and lore

## 2K Marin, Game Developer, 2012-2013

### Narrative Designer on The Bureau: XCOM Declassified

Wrote in-game text: narrative notes, archives, item descriptions, dispatch missions  
Managed voice over database and ensured correct VO was in game  
Revised and created new dialogue trees to reflect tone and story changes  
Worked closely with level design to flesh out the world and tighten pacing  
Tested and provided feedback that drove feature development on in-house proprietary implementation software



## Rumble Games, Social Game Developer, 2012

### Narrative Designer on KingsRoad

Developed storylines, created characters, and did world building  
Worked closely with designers on quest progression  
Integrated pre-existing assets with new story direction  
Wrote dialogue and lore in game



## Cryptic Studios, MMORPG Developer, 2008-2011

### Writer on Neverwinter Online

Oversaw in-game text to maintain a coherent style  
Planned, wrote, and implemented lore and dialogue in game, using the Cryptic engine  
Collaborated with designers to match story to mechanics



### Writer on Champions Online

Wrote dialogue and lore  
Developed and wrote Champions Universe fiction for website, which became popular with the online community and was later incorporated into the official Hero Games pen and paper product



### Writer on Star Trek Online

Wrote species and faction profiles, points of interest overviews for planets, starbases, and ship profiles  
Developed and wrote official flash fiction series expanding upon Star Trek IP (Path to 2409), which increased repeat traffic and frequently resulted in links from fan and media websites  
Wrote press releases, marketing copy, feature videos, and instructional videos  
Worked with engineering in the development and implementation of the Foundry, Cryptic Studios' user generated content system



## Freelance Work

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## Kabam, Casual Game Developer & Publisher, 2014-2016

### Copywriter

Created marketing copy and social media posts for over 20 mobile games  
Designed and wrote a kidnapping mystery for the launch of Creature Academy, using videos, social media, and website content to provide clues



## Intel, Software Developer, 2015-2016



**Writer** on the Oakley Radar Pace Virtual Trainer  
Wrote and proofed dialogue for a virtual personal trainer  
Oversaw quality of generated audio

**RADAR PACE**

### ChangYou, MMORPG Developer & Publisher, 2012

#### Localization Game Writer

Wrote backstory for Renaissance Heroes MMO, based on roughly localized Korean to English text



### OnLive, Cloud Gaming Distributor, 2011

#### Copywriter

Wrote blog entries, marketing copy, social media content, and press releases promoting both the Game Service and individual games



### Aeria Games & Entertainment, MMORPG Publisher, 2011

#### Localization Game Writer

Edited and rewrote dialogue for Lime Odyssey, a Korean MMO intended for re-release in North America



## Teaching Experience

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### Lecturer, University of California at Irvine, 2005-2008

Taught freshman and sophomore writing courses  
Designed and taught a hybrid online/in class writing course as part of a pilot program  
Mentored students via online portal

### Lecturer, University of Southern California, 2001-2005

Taught consistently well reviewed writing course focused on critical thinking and rhetoric  
Mentored students both in and out of class

### Visiting Lecturer, Scripps College, 2004

Created and taught a course on how to write short fiction, ranging from flash to novella length

## Education

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### University of Southern California, 2000-2003

Master of Professional Writing in Dramatic Writing (Jerome Lawrence Playwriting Fellowship)  
Master of Professional Writing in Fiction

### Clarion West Writers Workshop, 2002

A six week residential speculative literature writing workshop held every summer in Seattle

### Scripps College, 1996-2000

Bachelors in English Literature

## Professional Writing, Publication, and Production

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<b>Learning to See</b> (short story), published in <i>A Quiet Shelter There</i> anthology	2015
<b>Cascadia Subduction Zone: Special Focus on Women and the Gaming World</b> , Guest Editor	2014
<b>Forgotten Women</b> (short story), in <i>Chiaroscuro Magazine</i>	2012
<b>Calling Down the Moon</b> (short story), in <i>Daily Science Fiction</i>	2012
<b>Dark of the Year</b> (short story), in <i>Black Gate Magazine #14</i>	2010
<b>Summer Children</b> (play) published in <i>The Exquisite Corpuscle</i> anthology	2008
<b>Psyche</b> (short story), in <i>Polyphony 4</i> anthology	2004
<b>Summer Children</b> (play), Moving Arts Staged Reading Series	2004