

## CONTACT INFO

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# Kyle Holmquist

## Game Designer and Developer

Multidisciplinary Game Designer and Developer with 13 years of experience developing and implementing outstanding gameplay and narratives, experienced in a wide range of roles, genres, and software, with strong technical skills.

## TOOLS

C++ | C# | Python  
Unreal | Blueprints | Unity  
Git | Maya | Excel | Word  
Articy | Twine | Ink | JIRA  
Photoshop | Illustrator

## SKILLS

Worldbuilding  
Game/Narrative Direction  
Leadership  
Branching Narrative  
Branching Dialogue  
Game Design  
System Design  
VO Direction  
Screenwriting  
Editing + Localization  
In-Engine Implementation  
Programming + Scripting

## EDUCATION

CSU, Chico – Graduated 2011  
B.S. Computer Animation and  
Game Development  
- Minor: Game Design  
- Minor: Creative Writing

University of London  
(2023-2026)  
Graduate Diploma in  
Computer Science – Games  
Development Specialism

## CERTIFICATES

Complete C# Unity Game  
Developer 3D from Udemy

Unreal Engine 5 C++ Developer  
from Udemy

## GAME DESIGN

- **Designed narrative and gameplay mechanics** for several shipped titles.
- **Developed AI, communication, and other** systems, utilizing large numbers of variables to create unique player experiences across playthroughs.
- **Designed games from the ground up**, mixing narrative and gameplay mechanics to create novel play spaces and concepts.
- **Designed and wrote quests and content** for MMOs, RPGs, and other genres.
- **Implemented narrative, gameplays, and dialogue** in-engine using Unity and Unreal Engine.

## NARRATIVE DESIGN

- **Developed narrative scripts and gameplay sequences** for a variety of genres, providing direction for design, art, audio, and animation.
- **Wrote narratives and dialogue for multiple shipped titles** in a wide variety of genres.
- **Wrote hundreds of thousands of lines of dialogue**, focusing on natural, conversational speech that was true to the characters I wrote for.
- **Established unique speech patterns** for hundreds of characters across genres, from Fantasy RPGs to Sci-Fi to horror.
- **Casted and worked with voice actors**, directed VO sessions, and edited dialogue.

## TECHNICAL SKILLS

- **Implemented dialogue, characters, events, and other writing** directly in-engine using both **Unity and Unreal Engine**.
- **Evaluated narrative design tools** based on project/team needs and company resources.
- **Worked with engineers to develop narrative tools** for writers and narrative designers to utilize for creating cinematic scenes in Unreal Engine.
- **Developed prototypes for VR** in Unity, utilizing the XR controller and machine language techniques to solve unique problems.
- **Developed playable prototypes and features** in Unity and Unreal Engine, utilizing C# and C++ in the process.

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## Game Designer

### SELECTED EXPERIENCE

**Content Designer** | EA Sports | 07/2024 – 07/2025 | 1y Contract

**Madden NFL 25, College Football 25, Madden 26, College Football 26**

- Designing and iterating on live mission content, collaborating with multiple departments.

**Lead Writer** | Ambitious | 09/2023 – 12/2023 | Contract

- Detailed a fantasy MMORPG world and plot in a large story bible and world map.

**Narrative Director** | New Avalon | 10/2022 – 06/2023 | Contract

- Developed and implemented a system in Unreal Engine 5 for cinematic scenes, including cameras, branching dialogue, and animations. Developed a world with memorable characters and a 20-hour plot.

**Narrative Lead** | Akupara Games | 07/2019 – 10/2022 | Contract

- Developed narrative, gameplay, worlds, stories, plots, characters, and dialogue for various titles.

**Senior Writer** | Hi-rez Studios | 11/2020 – 11/2021 | 1y contract

**Rogue Company** | Consoles, PC | Released 2020

- Wrote player-facing character backstories, barks, and assisted in worldbuilding.

**Localization QA Editor + Assistant Manager** | Netmarble Games | 08/2016 – 04/2021 | Full-Time

- Maintained language quality and internal documentation on 16+ titles in various stages of development while editing 1M words per year. Wrote dialogue, quests, and other content.

**Lead QA Tester** | Nexon America | 11/2015 – 08/2016 | Contract

- Led testing efforts on MapleStory in live service. Created and updated test plans. Reported bugs.

**Lead Writer** | Hiker Games | 07/2015 – 08/2016 | Contract

**Toy Odyssey: The Lost and Found** | Consoles, PC | Released 2016

- Designed and wrote quests, dialogue, diaries, and descriptions for NPCs, enemies, and items.

**Game Designer** | Dysotek, Inc | 06/2015 - 12/2015 | 6m contract

- Designed a historical point-and-click adventure game, including dialogue, quests, and art direction.

**QA Tester** | Spinmaster Studios | 07/2015 – 08/2015 | Contract

- Performed testing on mobile and PC games that interfaced with physical toys. Reported bugs.

**Writer + Narrative Designer** | Wicked Fun, Inc | 10/2014 – 07/2015 | Full-Time

**Force of Elements** | PC | Released 2015

- Created a sprawling fantasy RPG world. Wrote quests, cutscenes, and dialogue.

**Lead Writer + Narrative Designer** | Night Light Interactive | 06/2012 – 08/2014 | Contract

**Whispering Willows** | Consoles, PC | Released 2014

- Designed game's mechanics and story, including plot and all characters, dialogue, quests, and more.