

CONTACT INFO

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TOOLS

C# | Unity | Unreal Engine
Git | Maya | Adobe Suite
Twine | Ink | Audacity
ProTools | JIRA
Dialogue System for Unity

SKILLS

Worldbuilding
Game Direction
Narrative Leadership
Branching Narrative
Branching Dialogue
Game Design
Blueprints
Narrative Systems
VO Direction
Screenwriting
Editing + Localization
Marketing Copy
In-Engine Implementation

EDUCATION

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

Kyle Holmquist

Writer and Narrative Designer

LEADERSHIP

- **Led narrative development for 15+ indie and AAA projects** with teams of 5-30 across console, desktop, and mobile in narrative, design, and editing roles.
- Participated in pitching new IPs by **taking teams from ambiguous story ideation through development** by identifying themes, establishing creative goals, defining narrative structure, and worldbuilding.
- **Created narrative documents** including story bibles, character backstories, gameplay progressions, and narrative delivery systems.
- Successfully **owned all aspects of narrative design and story** for multiple projects while meeting milestones and fostering a collaborative environment.
- **Coordinated a cohesive vision** across art, audio, design, code, and writing for multiple shipped titles. Collaborated with artists to develop games' look and feel, environmental storytelling, and item-based storytelling.

NARRATIVE DESIGN

- **Developed scripts and gameplay sequences** for narrative-focused games, including providing direction for design, art, sound, and animation.
- **Crafted gameplay progressions and story beats** for multiple narrative-focused action-adventure titles.
- **Designed a non-verbal dialogue system** using symbols for communication.
- **Editing:** ~1M words per year under tight deadlines across multiple titles throughout production and into live service, meeting 100% of deadlines.

IMPLEMENTATION

- **Iterated on prototypes** for new games using Blueprints and C#.
- **Dialogue:** Implemented branching and linear dialogue in-engine, created systems for programmers to integrate dialogue with VO, developed and maintained highly complex conditional dialogue systems.
- **Scene Direction:** Utilized animation and camera systems in tandem with dialogue to direct characters within scenes for realistic performance.
- **Audio:** Collaborated with sound designers and composers to develop mood and tone of music for game and main characters, as well as diegetic sounds.
- Revised and implemented **cross-departmental feedback**.

Kyle Holmquist

Writer and Narrative Designer

WORK EXPERIENCE

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

Established a futuristic sci-fi universe by writing a 10k word story bible. Produced an exciting, 22k word document outlining a 20-hour story-focused plot, including narrative branching. Created a diverse ensemble cast of eight likeable, memorable characters. Developed a prototype in UE5 with systems to author cinematic scenes with branching dialogue, animations, and dynamic cameras.

Lead Writer + Narrative Designer | Akupara Games | 07/2019 – 10/2022

Led the narrative production for 9+ IPs across genres. Developed narrative for 4 feature-complete vertical slices and prototypes in Unity. Simultaneously juggled several projects at once, successfully overseeing narrative for each project. Satisfied clients by providing narrative consultation, improving project workflows, and product ideation. Pitched narrative concepts to stakeholders.

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

Rogue Company | Consoles, PC | Released 2020 | Wrote 12 polished, player-facing character backstory documents. Provided enough time within deadlines to receive and factor in multiple rounds of feedback from stakeholders. Wrote in-game barks and assisted in worldbuilding.

LQA Editor + Assistant Manager | Netmarble Games | 08/2016 – 04/2021

Simultaneously maintained English language quality, story bibles, and style guides on 5+ F2P MMO and RPGs in various stages of development – from preproduction to live service. Edited ~1M words per year. Tested all dialogue to ensure proper context and delivery. Edited game text of 16+ published titles.

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

Toy Odyssey: The Lost and Found | Consoles, PC | Released 2016 | Wrote dialogue for 160+ quests, totaling over 1,000 lines. Wrote several diary entries for 8 characters. Wrote descriptions for 12 NPCs and the main character. Worked with international stakeholders to develop the game's dark, emotional 6-hour plot. Wrote descriptions for 40+ enemies.

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

Designed 130+ point-and-click gameplay sequences, including all dialogue for 30 different characters, and direction for artists. Worked with stakeholders to develop the game's 10-hour plot.

Writer + Narrative Designer | Wicked Fun, Inc | 10/2014 – 07/2015

Force of Elements | PC | Released 2015 | Created a rich fantasy world with 45 different regions, each with varied ecologies, histories, and customs. Worked with designers and stakeholders to develop 13 unique characters based on their game mechanics. Developed quests and cutscenes to highlight character backstories.

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

Whispering Willows | Consoles, PC | Released 2014 | Developed the award-winning story, plot, and characters. Wrote all dialogue, cutscenes, gameplay sequences, item descriptions, and journals.