

## CONTACT INFO

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# Kyle Holmquist

Writer and Narrative Designer

## SUMMARY

Veteran writer and narrative designer with 12+ years of experience leading the development and implementation of engaging narratives across genres.

## TOOLS

C++ | C# | Unreal | Unity  
Git | Maya | Adobe Suite  
Twine | Ink | Audacity |  
ProTools | JIRA | Articy

## 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

## LEADERSHIP

- **Led the narrative for 15+ indie and AAA projects** with teams of 5-30 across console, desktop, and mobile in narrative and design roles.
- Pitched 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** for multiple projects while meeting milestones and fostering a collaborative environment.
- **Coordinated a cohesive vision** across disciplines for multiple shipped titles. Collaborated with artists to develop games' look and feel, environmental storytelling, and item-based storytelling.

## WRITING AND NARRATIVE DESIGN

- Created and iterated on IP worlds in a variety of genres, including **horror, action/adventure, sci-fi, and fantasy**.
- **Developed scripts and gameplay sequences** for narrative-focused games, providing direction for design, art, audio, and animation.
- **Directed gameplay and story** for multiple published titles, ensuring a cohesive vision was accurately communicated across disciplines.
- **Designed a variety of dialogue systems**, including a system using abstract 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, and 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 music for game and characters, as well as diegetic sounds.

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## Writer and Narrative Designer

### SELECTED EXPERIENCE

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

- Detailed a fantasy MMORPG world and plot in a 40k-word story bible and a world map in 2 months.

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

- Created a sci-fi universe, a 20-hour branching narrative, and a diverse ensemble cast.
- Developed a prototype in UE5 with systems to author cinematic scenes with branching dialogue, animations that corresponded with dialogue to create realistic conversations, and dynamic cameras.

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

- Led the narrative production for 9+ IP worlds across genres and developed narrative for 4 feature-complete vertical slices and prototypes.
- Simultaneously juggled several projects at once, successfully overseeing narrative for each project.
- Satisfied clients by providing narrative consultation, improved project workflows, and product ideation.

**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.
- Worked with stakeholders to develop characters and iterated on feedback.

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

- Simultaneously maintained language quality, story bibles, and style guides on 5+ F2P MMO and RPGs in various stages of development – from preproduction to live service, while editing 1M words per year.
- Edited 16+ published titles and tested all dialogue in-game, rewriting quest content as needed.

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

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

- Designed 160+ quests, including dialogue, diaries, and descriptions for NPCs, enemies, and items.
- Worked with international stakeholders to develop the game's dark, emotional plot.

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

- Developed game's 10-hour plot and designed 130+ point-and-click gameplay sequences, including all dialogue for 30 different characters, and provided detailed descriptions for artists.

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

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

- Created fantasy RPG world with 45 different regions with varied ecologies, histories, and customs.
- Expanded on pre-existing characters, and wrote quests and cutscenes to highlight character backstories.

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

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

- Designed game's mechanics and developed the award-winning story, plot, and characters.
- Wrote all dialogue, cutscenes, gameplay sequences, item descriptions, and journals.