

DANA MCKAY

GAME DESIGNER/WRITER

danamckaydesign.com
linkedin/dana-mckay

SKILLS

Narrative design, writing, content implementation, level design, systems design, storyboarding, 2D/3D art, production and scheduling, QA testing

AWARDS

Freeplay Excellence in Narrative Award (2021)

For A Long Goodbye

Head of School Award for Outstanding Designer (2021)

Academy of Interactive Entertainment

EDUCATION

Advanced Diploma of Screen and Media (Design)

Academy of Interactive Entertainment

Senior Secondary Certificate

Dickson College

SOFTWARE

Focus

Unity, UE4, Photoshop, Maya, Fungus, Twine, C#, Version Control, Microsoft Office

Knowledgeable

Blender, Zbrush, Python, Lua, ZeroEditor, Creation Kit, HTML & CSS, Davinci Resolve

PROFESSIONAL GAME EXPERIENCE

EA FIREMONKEYS (SEP 2021 - PRESENT)

ASSOCIATE GAME DESIGNER

For Need for Speed: No Limits & Real Racing 3

- Implementing new content within a live-service structure
- Narrative implementation from initial conception to release
- Designing and writing quests
- Writing narrative outlines for overarching stories and quests, quest dialogue, and flavour text
- Creating and maintaining narrative documentation for long running story campaigns and characters
- Working in a professional team environment, collaborating with various disciplines to plan and produce content

TECHTREE INTERACTIVE (SEP - DEC 2019)

NARRATIVE DESIGN INTERN

For Unannounced Title

- Using Unreal Engine 4
- Outlining and developing main plot, factions and characters
- Writing scenes and game dialogue
- Creating and editing narrative documentation
- Implementing environmental storytelling and dialogue

RELATED WORK

SOLO INDIE DEVELOPMENT (2020)

A LONG GOODBYE

Solo indie dev, winner of the 2021 *Freeplay Excellence in Narrative Award*, featured in *ACMI's Big Night In 2021* and *Freeplay Parallels 2021*

FREELANCE (2018-2019, 2021)

GAME DESIGNER | ARTIST

Liaising with clients to meet a brief and completing work within negotiated time frames

REFERENCES

Rik Lagarto
24x7 Games

Eryn Shuley
Sledgehammer Games
E: evyn@techtreeinteractive.com

Geoff Field
Tech Tree Interactive
E: geoff@techtreeinteractive.com