

KATIE CANNING

Writer and Narrative Designer

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Malmö, Sweden

in www.linkedin.com/in/katie-canning/

▶ katiewriterwrites.com

WORK EXPERIENCE

Writer

Sharkmob

Oct. 2023 – Mar. 2024

Malmö, Sweden

- Wrote and implemented dialogue, cinematics, barks, UI text, and flavour text for upcoming release *Exoborne*.
- Led the implementation of an internal glossary tool.
- Designed narrative processes and pipelines in collaboration with Localisation and Production teams.

Narrative Designer

Massive Entertainment: A Ubisoft Studio

Nov. 2021 – Oct. 2023

Malmö, Sweden

- Designed and implemented five main story quests for *Avatar: Frontiers of Pandora*, including the quest that introduces players to the beautiful, deadly world of Pandora.
- Worked with Directors, Writers, Level Designers, and Level Artists to realise narrative briefs.
- Created and maintained quest scripts using narrative scripting tools.
- Playtested and evaluated feedback.
- Assisted with additional writing tasks.

Associate Narrative Designer/Writer

Avalanche Studios Group

July 2020 – Nov. 2021

Stockholm, Sweden

- Sole narrative designer and writer on three DLC updates for bestselling hunting simulator *theHunter: Call of the Wild*.
- Undertook extensive research to realise hunting reserves based on real locales.
- Collaborated with game content teams to design and write character-driven story missions on very tight timelines.
- Wrote dialogue, item descriptions, lore and flavour text.
- Worked with and directed voice talent.
- Assisted with marketing copy, including trailer scripts.

Senior QA Engineer

Avalanche Studios Group

Oct. 2018 – Mar. 2021

Stockholm, Sweden

- Performed functional, regression, compliance, and ease-of-use testing across three platforms.
- Filled in for the QA Lead when absent.

VOLUNTEERING

- [IGDA Foundation](https://www.igda.com) Mentor
- Women's Employee Resource Group Core Member at Avalanche

SKILLS

Narrative Design

- Designing and implementing player-centric missions and story arcs.
- A thorough understanding of storytelling techniques and branching narratives.

Writing

- Characters with nuance.
- Pithy, memorable dialogue.

Technical Skills

- Programming in Python, C#, and JavaScript.
- Visual scripting (proprietary engines, Twine, etc.)
- Game engines (UE5, Unity, proprietary engines).

Tools and Services

- JIRA and Confluence
- Version control (Git and Perforce)
- Google Docs and Microsoft Office

LANGUAGES

- **English:** Native Speaker
- **Swedish:** Professional Fluency (CEFR B2)

EDUCATION

Game Writing Masterclass I

The Narrative Department

Issued Oct. 2022

MSc. Interactive Digital Media

Trinity College Dublin

Sept. 2013 – Sept. 2014

BA. English Literature and Philosophy

Trinity College Dublin

First Class Honours

Sept. 2008 – May 2012