

William Lee

Narrative Designer

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917.881.6083

Professional Experience

Narrative Designer, Salix Augeat

August 2022 – Present

Worked as part of a narrative team to outline major story beats. Wrote branching dialogue for NPC encounters. Drafted lore pages and character bios. Pitched game locations to level designers. Collaborated with the art team to ensure creature designs matched game lore. Worked with programmers to help implement Articy into Unity.

Freelance Creative Writer, EA EduDesign

July 2022 – January 2023

Wrote short stories that explored relevant social and economic issues in a richly developed world using a diverse cast of characters.

Freelance Game Writer, G5 Entertainment

July 2021 – June 2022

Wrote and proofread character dialogue based on a quest plan. Created names for in-game decorations.

Layout Technical Assistant, Blue Sky Studios

August 2012 – April 2021

Coordinated with the Modeling and Rigging departments to ensure Layout had the assets it needed. Worked with the Animation Department to update shot cameras. Drove VR sessions using Unity. Developed and maintained Maya tools using Python and MEL. Created GUIs with PyQt.

Adjunct Professor, The College of Westchester

September 2019 – June 2020

Taught game design and development classes which focused on topics such as character design principles, visual storytelling, creating game assets in Maya, working with assets in Unity, and scripting basic events with C#.

Adjunct Professor, Quinnipiac University

January 2015 – June 2019

Taught classes in the Game Design and Development track, which explored topics such as visual storytelling, creating concept art, 3D modeling, character rigging and animation.

Portfolio

www.wleestories.com

LinkedIn

www.linkedin.com/in/williamleeprofile/

Academic History

Master's Degree, New York University

New York, NY, 2010

Graduated with a Master of Science in digital imaging and design. Completed a thesis project which focused on telling a story through 3D animation.

Bachelor's Degree, SUNY Oneonta

Oneonta, NY, 2006

Graduated with a Bachelor of Arts in computer art, and dual minors in business and creative writing.

Skills and Proficiencies

Software Proficiency

Articy, Twine, Unity, Unreal, Maya, Photoshop, InDesign

Programming Languages

Python, MEL, C#, C++

Production Tools

Slack, Confluence, Jira, Bitbucket, Notion, Miro, Trello, Google Docs, Discord

Continued Education

UCLA Extension:

- » Developing Video Game Narratives, Spring 2022
- » Video Game Writing I, Spring 2021

Gotham Writers:

- » Screenwriting II, Fall 2021
- » Screenwriting I, Spring 2021
- » Video Game Writing, Part 2, Spring 2021
- » Video Game Writing, Part 1, Summer 2020
- » Dialogue I, Summer 2020
- » Character I, Spring 2019
- » Science Fiction & Fantasy Writing I, Spring 2017