

ANDREA BLYTHE SVENDSEN

GAME WRITER & NARRATIVE DESIGNER

Passionate storyteller crafting meaningful narrative experiences through world-building character-driven dialog, and gameplay systems. Adapts to a range of narrative and game styles. Thrives in collaboration and able to utilize a variety of technical tools.

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Portfolio: andreablythe-games.com | LinkedIn: linkedin.com/in/andrea-blythe

SKILLS & TECHNOLOGY

NARRATIVE

- Narrative Structure (Linear & Branching)
- Character Development
- Worldbuilding
- Story Stack (Game Development Analysis)

TOOLS/SOFTWARE

- Twine
- Inkle
- Bitsy
- Final Draft
- Google Suite
- MS Office Suite

PRODUCTIVITY

- Slack
- Trello
- Confluence

SOFT SKILLS

- Collaborative Mindset
 - Excellent Communication
-

WORK EXPERIENCE

NARRATIVE DESIGNER (CONTRACT) | ONE FROG GAMES

Oct 2022 - Present

Project: Monochrome Heights

- Collaborated with the game designer to develop narrative systems for a platformer
- Wrote and designed scenes, branching dialog, and barks
- Edited scenes, dialog, and barks to ensure they align with overall tone and narrative
- Organized and contributed to design documentation

GAME WRITER (CONTRACT) | LOST LAKE GAMES

Sept 2022 - Present

Project: NDA

- Wrote branching, character-driven dialog
- Collaborated with the world building team on defining the world, cultures, and characters

GAME WRITER/NARRATIVE DESIGNER (SOLO WORK)

Oct 2021 - June 2022

Project: What Lies Underneath

- Utilized Bitsy to develop a narrative adventure game, including the story, pixel art, and levels, as well as hiring a songwriter for audio
- Worked through ideation, iteration, design, and publishing stages

Project: Bluebeard: An Interactive Tale

- Used Twine to craft a branching narrative with multiple endings

WORK EXPERIENCE CONT.

AUTHOR & SCREENWRITER

March 2018- Present

- Published four poetry books, as well as numerous stories and poems that appeared in online and print journals and anthologies
- Outlined and wrote the script for a twelve-episode musical romantic comedy web series (stalled in development)
- Cowrote the plot and scripts for two successfully produced short films
- Researched and authored articles, essays, and blog posts on games, movies, and various other topics

MANAGING EDITOR | LIGHT METAL AGE MAGAZINE

Dec 2016 - Present

- Managed the publication of print and digital media for a technical trade magazine.
- Implemented and maintained an editorial style guide, establishing publication guidelines and tone.
- Collaborated with contributing writers and marketing representatives to develop editorial.
- Interviewed executives and subject matter experts for feature articles and Q&As.
- Coordinated an overhaul of the magazine website – facilitating collaboration between all departments.

AWARDS

BEST ART, GREENLIGHT GAME JAM 2022

For *What Lies Underneath*

2ND PLACE, 2021 ELGIN AWARD - CHAPBOOK CATEGORY

For *Twelve: Poems Inspired by the Brothers Grimm Fairy Tale*

3RD PLACE, 2019 ELGIN AWARD - CHAPBOOK CATEGORY

For *Every Girl Becomes the Wolf* (a collaboration with Laura Madeline Wiseman)

EDUCATION & TRAINING

GAME WRITING MASTER CLASS II

The Narrative Department | Spring 2024

GAME WRITING MASTER CLASS I

The Narrative Department | Fall 2021

BA - MODERN LITERATURE

U of California - Santa Cruz