

JOHN RYAN

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RECENT EXPERIENCE

March 2022 - Present

Senior Writer/ Narrative Designer/Narrative Consultant

- Narrative writer/editor/consultant/VO director for **Atomic Heart** DLC "Blood on Crystal"
- Narrative consultant/contributing writer for an unannounced AA space-sim game - Details TBA
- Narrative director/worldbuilder for unannounced indie multiplayer action title - Details TBA
- Narrative consultant for Camouflaj to improve its **IRON MAN VR's** story for re-launch (VRGameCritic rating: 88, previously Metacritic: 73), leveraging worldbuilding to enhance immersion

Wooga

September 2022 - February 2023

Senior Game Writer

Berlin, Germany

- Narrative lead for Volume 7 arc, managed a team of 6 writers, and was team liaison for stakeholders, international localization, designers, artists, UI, UX and other departments (internal and external)
- Wrote and edited characters, plot arcs, and dialogue for the weekly live-service narrative puzzle game June's Journey (50+MM downloads), emphasizing dialogue writing and character development
- Wrote and developed characters, plot arcs, and dialogue for the Volume 7 arc, incorporating narrative content development.

Tactile Games

August 2020 - January 2022

Narrative Designer/Story Director

Copenhagen, Denmark

- Narrative lead for the Chapter 5, "A Royal Engagement" 24-episode arc for the weekly live-service puzzle game Lily's Garden (70+MM downloads)
- Created Chapter 6, "Honeymoon Adventure," including characters, plot, episodic breakdowns, and cinematics
- Led a team of 12 designers, artists, and writers, and collaborated with other departments as the narrative lead

Guerrilla

December 2019 - August 2020

Contract Senior Writer – Horizon Forbidden West (Metacritic: 88)

Amsterdam, The Netherlands

- Wrote and edited lore, quests, characters, item descriptions, and branching dialogue for the sequel to Horizon Zero Dawn
- Wrote and co-narrative designed open-world missions, including "Lofty Ambitions" and "Signal Spike"
- Collaborated with artists, designers, and UI teams as the narrative champion and maintained franchise story bible

Hyperspace XR

October 2017 - December 2019

Narrative Developer – Wonderfall: Tale of the Two Realms

Seattle, Washington

- Created and wrote characters, dialogue, story, worldbuilding, item names, and narrative design for the XR adventure hosted by Seattle's Pacific Science Center
- Collected data from testers and feedback from stakeholders to refine the experience's narrative throughout development
- Collaborated with designers, UI/UX, and other teams to implement improvements to the player's experience

Turn 10 Studios

February 2017 - October 2017

Contract Content Editor/Lead Writer – Forza Motorsport 7 (Metacritic: 86)

Redmond, Washington

- Wrote and edited the title's story mode along with VO, UI, help text, tutorials, and item names and descriptions
- Introduced and ran table reads for senior leadership and stakeholders ahead of VO sessions
- Collaborated with various studio teams (including translation and localization) as the project's narrative champion, and researched and wrote genre-specific content for accuracy and authenticity

Bungie

February 2015 - December 2015

Contract Editor – Destiny: House of Wolves, The Taken King, and more (Metacritic: 86)

Bellevue, Washington

- Wrote, reviewed, and edited Destiny content, including cinematics, UI, dialogue, descriptions, and more
- Contributed fiction, lore, and item names and descriptions for Destiny's narrative as part of the writing team
- Created the franchise story bible and edited franchise-related transmedia to meet IP and style standards

ArenaNet

February 2010 - February 2015

Writer/Narrative Designer – Guild Wars 2 (Metacritic: 90)

Bellevue, Washington

- Created and wrote lore, characters, missions, item names and descriptions, UI text, and branching dialogue for the core title and the Heart of Thorns expansion
- Led the narrative design and wrote VO/text for starting/mid-level open-world zones, repeatable dungeons, and multiple Living World releases
- Collaborated with various development teams (including localization), wrote official franchise transmedia fiction, and assisted in VO casting and sessions

Microsoft Game Studios

September 2007 - August 2008

Contract Web Content and Game Writer – Fable 2 (Metacritic: 89)

Redmond, Washington

- Wrote and edited in-game dialogue, UI text, item names and descriptions, and original transmedia fiction (Tales of Albion) for the title
- Led development of the official tie-in website for the title, collaborating with various in-house development teams
- Organized and updated the Fable story bible for Lionhead Studios

SKILLS AND TOOLS

Narrative Design: Game Narrative Writing & Design, Story Bibles, Lore Documentation, Non-Linear Dialogue, Branching Narrative Structures, Dialogue Writing, Screenwriting, Storyboarding, Cutscenes, Cinematics, Worldbuilding, Historical Research, Character Development, Script Polishing

Production & Collaboration: Team Leadership/Mentoring, VO Casting & Direction, Table Reads, Editing, Localization

Tools & Technology: Twine, Unity, Unreal, Final Draft, Word, Excel

EDUCATION

Ball State University

Master of Arts (M.A.), Journalism

Muncie, IN

University of Washington

Certificate, Popular Fiction Writing

Seattle

The Narrative Department

Game Writing Masterclass

Online