

JOHN RYAN

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I am a multi-genre senior game writer, narrative designer, and narrative lead with years of experience telling stories played by millions. I craft engaging tales that audiences love and keep coming back to.

RECENT EXPERIENCE

Senior Writer/ Narrative Designer/Narrative Consultant March 2022 – Current

- Narrative writer/editor/consultant/VO director for an unannounced AAA shooter title — Details TBA
- Lead writer/worldbuilder on two unannounced story-driven games and one action game — Details TBA
- Narrative editor/consultant for a Ukrainian mobile gaming studio — Details TBA
- Narrative director/worldbuilder for indie multiplayer action title — Details TBA
- Delivered narrative notes to Camouflaj to improve its **IRON MAN VR**'s story for re-launch (**VRGameCritic rating: 88, previously Metacritic: 73**)

Senior Game Writer September 2022 – February 2023

Wooga | Berlin, Germany

- Narrative lead for Volume 7 arc, managed a team of 6 writers, and was team liaison for stakeholders, international localization, and different departments (internal and external)
- Wrote and edited characters, plot arcs, and dialogue for the weekly live-service puzzle game **June's Journey** (50+MM downloads)
- Wrote and developed characters, plot arcs, and dialogue for the **Volume 7** arc

Narrative Designer/Story Director August 2020 – January 2022

Tactile Games | 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

Contract Senior Writer – Horizon Forbidden West (Metacritic: 88) December 2019 – August 2020

Guerrilla | 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 various teams as the narrative champion and maintained franchise story bible

Narrative Developer – Wonderfall: Tale of the Two Realms October 2017 – December 2019

Hyperspace XR | 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 various development teams to implement improvements to the player’s experience

Contract Content Editor/Lead Writer – Forza Motorsport 7 (Metacritic: 86) February– October 2017
Turn 10 Studios | 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

Contract Editor – Destiny: House of Wolves, The Taken King, and more (Metacritic: 86) February– December 2015
Bungie | Bellevue, Washington

- Wrote, reviewed, and edited Destiny post-release content, including cinematics, UI, dialogue, item 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

Writer/Narrative Designer – Guild Wars 2 (Metacritic: 90) February 2010 – February 2015
ArenaNet | 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

Contract Web Content and Game Writer – Fable 2 (Metacritic: 89) September 2007 – August 2008
Microsoft Game Studios | 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

Game Narrative Writing & Design	Story Bibles/Lore Documentation	Branching/Non-Linear Dialogue
Screenwriting/Storyboarding	Team Leadership/Mentoring	VO Casting & Direction/Table Reads
Worldbuilding/Historical Research	Editing & Localization	Twine/Unity/Ink/Unreal

EDUCATION

Master of Arts (M.A.) – Journalism Ball State University, Muncie, IN	Certificate - Popular Fiction Writing University of Washington, Seattle	Game Writing Masterclass The Narrative Department, Online
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