

# BRADLEY PLAXEN

Narrative Designer | Producer

www.bradleyplaxen.com  
bradplax@gmail.com  
(443) 534-5557

---

## Education

---

### **Carnegie Mellon University**

*Pittsburgh, PA*

- 2018 Master of Entertainment Technology
- 2015 BS Electrical & Computer Engineering;  
minor in Creative Writing

## Game Development Experience

---

### **People Can Fly**

**June 2019 – Present**

*Narrative Designer – “Outriders”*

*New York, NY*

- Collaborated with animators, writers, and mocap to create ambient NPC stories.
- Developed production documentation to manage story assets across international teams.
- Debugged legacy blueprints to match with shipping standards and changing project needs.

### **Defiant Studios**

**December 2018 – May 2019**

*Narrative Designer / Producer – “Lords of the Fallen 2”*

*New York, NY*

- Managed entire narrative pipeline production, including tracking assets, scheduling, and relationships with VO, mocap, and cinematics outsourcers.
- Designed story documentation, such as dialogue scripts, flow charts, and narrative mechanic outlines for AAA games.
- Implemented story content and localization in Unreal 4 using Blueprints and C++.

### **Kognito**

**January 2018 – November 2018**

*Writer / Tools Developer – Multiple Projects*

*New York, NY*

- Wrote scripts, design documents, and flowcharts for branching narrative conversation games in Unity3D.
- Coded internal Python & C# tools to improve proprietary narrative design platform.
- Managed and edited VO content using Adobe Audition.

### **Presence Interactive**

**April 2017 – Present**

*Lead Designer – “One of the Family”*

*Pittsburgh, PA*

- Designed original film noir branching VR game in Unity3D for the HTC Vive.
- Wrote scripts, directed actors, and managed assets through mocap and VO recording.
- Iterated game design based on playtest feedback throughout rapid prototyping.

## Skills & Software

---

### Technical

- Unreal 4
  - Blueprints, C++
  - Localization
- Unity3D
  - C#
  - VR Development
- Misc. Programming Languages
  - HTML, Javascript, CSS
  - Python
  - Google Scripts
- Version Control
  - Perforce
  - Git
  - SVN

### Design + Project Management

- Project Leadership Experience
  - JIRA + Trello
  - Agile, Scrum, Kanban
  - Waterfall
  - Outsourcer Management
  - Budgeting + Scheduling
- Narrative Design Tools
  - Articy:Draft
  - Celtx + FinalDraft
  - Draw.io + LucidChart
  - Google Spreadsheet
- Directing / Editing
  - Theater, VO, and MoCap Directing
  - Adobe Audition
  - Adobe Premiere

## Conferences

---

### **GDEX (Columbus, 2019) - Upcoming**

Developer Workshop Speaker – “Narrative Cake: Layering Your Story”

Conference Speaker – “Why Words Matter: What Your Dialogue Says About Your Values”

### **ACM CHI Conference on Human Factors in Computing Systems (Montreal, 2018)**

Opening Show Demonstration

*“One of the Family” (HTC Vive)*

### **Game Developers Conference (San Francisco, 2018)**

Intel University Games Showcase and Expo

*“One of the Family” (HTC Vive)*

### **Games for Change (New York City, 2017)**

Special Presentation

*“Project Axon” (Smartphone, Oculus Rift)*