

AMY GRECOL

Narrative Designer

Game Writer

Project Manager

PROFILE

Self-motivated, detail-oriented, and resourceful game designer eager to dive into new opportunities that provide constructive experiences. Passionate about bringing ideas to life through writing and world-building, Amy can bring a friendly attitude to the workplace and maintain focus on the jobs and responsibilities at hand. Thriving in remote and in-person settings, she is a leader and team player ready to take creative risks and grow in the industry.

CONTACT

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EXPERIENCE

Totality Gaming LLC

2023-PRESENT

Narrative Designer

- Responsible for writing a compelling story including the forms of scripts, dialogue, branching narrative, and character sheets.

Project Manager

- Responsible for delegating tasks to teammates and planning future steps.
- Runs weekly team meetings to review goals that were met and create future objectives.

Creative Director

- Responsible for maintaining the project's creative vision and working closely with the other creatives to keep an organized Game Design Document.

SKILLS

- Project Management
- Adobe Creative Cloud
- Unreal Engine
- Remote Teamwork
- Time Management
- Adaptability

3D Modeler

SQUARE TABLE GAMES

2022-PRESENT

- Utilizes Unreal Engine 5, Autodesk Maya, Speed Tree, Substance Painter, and Adobe Creative Cloud to create stylized 3D assets and textures.
- Works alongside level designers to execute the creative vision that reflects stylized aesthetics and executes proper functionality.
- Creates concept sketches for approval before the modeling process.
- Prepares models for project implementation by exporting, retopologizing, and rigging.

EDUCATION

Narrative Designer

OTTERBEIN UNIVERSITY

MAY-JUNE 2023

- Responsible for designing the narrative flow of a multi-ended game.
- Collaborated with the writing and programming team to design the gameplay and dialogue cues.
- Utilized visual scripting to create narrative branches.
- Collaborated with the psychology, Spanish, and English departments to provide accurate translation and representation within the game's design and script.

B.S. Animation Game Design

KENT STATE UNIVERSITY

2019-2023

3.86 GPA, Magna Cum Laude