

# NESSA CANNON

## GAME WRITER & NARRATIVE DESIGNER

### GET IN TOUCH

Mobile: (661) 714-2746  
Email: [nessakc@outlook.com](mailto:nessakc@outlook.com)  
Twitter: [@nessathewriter](https://twitter.com/nessathewriter)  
[nessathewriter.itch.io](https://nessathewriter.itch.io)

### EDUCATION

**UCLA Extension Program**  
Creative Writing Certificate  
Completed Spring 2020

- Courses include Toiya Kristen Finley's "Video Game Writing"

## WORK EXPERIENCE & PROJECTS

### Contract Writer | Unannounced Gearbox Title

June 2023 – September 2023

- Pitched five NPC character concepts and wrote accompanying tone and lore documentation
- Wrote approximately 600–800 lines per character
- Iterated on characters and lines based on feedback to maintain consistency within an established IP

### Lead Writer | Star Trucker (Raw Fury)

April 2023 – Current

- Designed vignette-type narrative structure within established truck simulator gameplay
- Created stand-alone story arcs for large ensemble cast within an overarching theme/world event
- Wrote branching CB radio-based dialogue prompts and lines for main and supporting characters
- Gave detailed feedback on narrative work from other writers and developers to maintain tone

### Contract Writer | Unannounced Team17 Dating Sim

April 2023 – July 2023

- Created unique dating sim character concept for new IP
- Wrote character's interactive path with branching endings and love/like/dislike conditions
- Worked within unique plot line and setting requirements

### Writer | Gridhack

December 2022 – Present

- Consulted on script draft for in development sci-fi picross demo *Gridhack*
- Pitched new script edits and character revisions to support puzzle gameplay with intrigue and supporting narrative
- Wrote demo script alongside existing gameplay

### Sole Writer | Endoparasitic

September 2022 – October 2022

- Fully developed main plot in accordance with established worldbuilding
- Designed protagonist, antagonist, and supporting character including character backgrounds, tone, and all dialogue with quick turnaround
- Wrote in-game text such as plot-driving notes and terminal entries
- Crafted all cutscene dialogue, VA/VO lines, and gave delivery feedback
- *Endoparasitic* was played by popular YouTuber Markiplier, currently sitting at 6.6mil views

### Writer | Pixelberry's Storyloom Platform

June 2022 – Present

- Participated in chapter-based visual novel beta program Storyloom
- Wrote three stories averaging 15 chapters each to attract and keep new users
- Gave platform feedback and worked with marketing departments

# WORK EXPERIENCE & PROJECTS CONT.

## **Narrative Consultant | Third Shift/Annapurna Interactive**

February 2022 – Current

- Performed script supervision and American English localization for character dialogue on a consultancy basis for title *Forever Ago*
- Communicated with creative director on suggestions for the overall theme, tone, NPC traits and names, etc.

## **Narrative Consultant & Writer | Fitment**

October 2021 – February 2022

- Assisted a fitness startup mobile game to establish their narrative systems, characters, and design goals
- Designed five NPC shopkeeper characters and created example barks/dialogue for vertical slice
- Gave input on how best to incorporate narrative beats into a daily play structure

## **Project Co-Lead | A Compendium of Lesser-Known Cryptids**

August 2021 – December 2022

- Co-ran Kickstarter which gained 200% funding, currently in production
- Wrote original stories as well as edited contributor pieces for cryptid-themed anthology
- Assisted in web presence for fundraising campaign
- Worked in core team of four for general project management

## **Writer & Narrative Designer | Waves of Steel**

February 2021 – December 2022

- Expanded on pre-production materials for alternate history battleship game
- Wrote 30k words of dialogue and quest text for the existing cast of 8 NPCs as well as in-game materials and copy
- Created and maintained documentation for storyline progress

## **Game Writer | Ubisoft Montreal (Canceled Title)**

February 2021 – September 2021

- Wrote several quests with branching dialogue in a AAA setting
- Created new, unique characters to fit within an established IP
- Worked with producers and editors to take constructive criticism and implement feedback

## **OnlyCans | Lead Writer**

- Oversaw development and coordination of comedic deep lore with other writers to maintain consistency in tone
- Wrote character descriptions, dialogue, and in-game text as part of the OnlyCans base game, DLCs, and ARG
- Actively participated in directing voice actors for DLCs, ARG, and in-game content
- OnlyCans was the subject of a Game Theory YouTube video with 8.8 million views

## **Twine Projects | Creator**

- Created and wrote six Twine projects to become fluent in the engine (*Jagged Bone*, *If I'm Broken You Are Too*, *I Knew You Would Find This*, *Welcome Back*, *4th Time's The Charm*, *The Forest of Candles*)
- *Jagged Bone* currently has 10k views, *I Knew You Would Find This* has 6.5k views, *Welcome Back* currently has 6k views, and all are cited as Twine references in CSULA and Northeastern University's interactive fiction programs
- Applied different writing and design techniques to create unique atmospheres within interactive fiction stories

# ACCOLADES

## **2023 Amplifying New Voices Scholarship**

- Selected for one-day workshop held by the AIAS focusing on mid-level marginalized game developers showing leadership potential
- Worked with mentors and peers on bios, headshots, and media training to help create a more diverse future for games

## **2020 IGDA Foundation - Velocity Scholarship**

- Selected for professional development program as an early-career narrative designer with potential for leadership and uplifting underrepresented communities
- Was sent to GDC in 2022 due to pandemic delays

## **Narrative Design Mentorship with Greg Buchanan - Spring 2020**

- Awarded six month mentorship with No Man's Sky writer and author Greg Buchanan
- Created website, portfolio materials, Twine game concepts, and learned career guiding strategies with an experienced mentor

# PUBLIC SPEAKING

## **Guest Lecturer | CSULA, Northeastern University**

November 2021 – Current (Once a semester)

- Presented slide show and lecture on the subject of Twine as portfolio pieces, importance of interactive fiction, and narrative design as a career choice
- Made thorough how-to slides on creating Twine effects and exploring the engine as a game development stepping stone

## **NarraScope Talk | Once A Pawn A Time: Using Chess As A Metaphor in Narrative** July 2022

- Wrote and presented talk on chess themes in video games and movies based on previous experience both as a writer and as a chess coach
- Created example of how a chessboard could foreshadow *Control's* (2019) core themes within the established aesthetic

## **Speechwriter | Game Developers Choice Awards**

March 2022

- Ghostwrote jokes, transitions, and heartfelt material for Osama Dorias's hosting duties at the GDCAs
- Matched tone, style, and subject matter for his personality as well as spirit of the award show

## **PAX Online Talks**

September 2020

- Organized, edited, and participated in two PAX Online talks aired during the pandemic
- "Chess To Cults: How Life Experience Shapes Narrative Voice" and "The Narrative Design of Midsommar: What Horror Games Can Learn"