

# NESSA CANNON

## GAME WRITER & NARRATIVE DESIGNER

### GET IN TOUCH

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### AWARDS

- 2023 Amplifying New Voices Scholarship
- 2020 IGDA Foundation Velocity Scholarship
- Narrative Design Mentorship with Greg Buchanan

### PROGRAMS & SOFTWARE

- Twine & Ink
- Trello | Jira | Notion
- Google Drive Suite
- Microsoft Office
- Adobe Premiere Pro

### EDUCATION

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

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

## WORK EXPERIENCE & PROJECTS

### Lead Writer | Star Trucker

April 2023 - Current

- Designed vignette-type narrative structure within established gameplay
- Created story arcs for ensemble cast within an overarching theme/plotline
- Wrote extensive radio-based dialogue system with branching and character input
- Gave feedback on narrative work from other writers and developers

### 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

### 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
- Wrote in-game text such as plot-driving notes and terminal entries
- Crafted all cutscene dialogue and VA/VO lines and gave delivery feedback

### 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.

### 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

### 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

### 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 ARG
- Actively participated in directing voice actors for ARG and in-game content

### 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*)
- Applied different writing and design techniques to create unique atmospheres within interactive fiction stories