

ANGELA SZCZESNY

NARRATIVE DESIGNER, GAME WRITER AND PRODUCER

angietalent@gmail.com | +1 (604) 783 6313 (WhatsApp available) | EU (Polish) + Canadian Citizenship

PROFESSIONAL SUMMARY

Narrative designer & writer branching from narrative production, with deep expertise in storytelling, pacing, and player experience. Skilled at leading narrative content design and collaborating across teams to deliver engaging gameplay. Proven problem-solver supporting creative implementation from concept through launch.

SKILLS

- **Narrative & Design Skills**

Narrative & Quest Design | Dialogue Branching & Flow Logic | Character & Worldbuilding | Environmental Storytelling | Interactive & Nonlinear Storytelling | Scriptwriting & Story Bible Development

- **Collaboration & Implementation**

Cross-Disciplinary Syncing (Design, Narrative, Engineering) | Agile Development | QA & Bug Triage for Narrative Content | VO & Mocap Session Coordination

TOOLS & SOFTWARE

- **Narrative Tools:** Twine, Articy:Draft
- **Office & Workspace:** G-Suite, Office 365, Perforce, Dropbox
- **VO Production:** Adobe Audition, Audacity
- **Game Engines:** Unreal (Introductory Blueprinting)
- **Project Management:** Jira, Confluence, ShotGrid, Favro
- **Scriptwriting:** Final Draft, Celtx

NARRATIVE EXPERIENCE

Narrative Tech & Audio Producer

Lionshead Entertainment, Inc. | 2022 – 2025

Disney's Mirrorverse | Minecraft Legends | Gears of War: E-Day | Bioshock 4

- Provided narrative and audio production support across multiple AAA partnerships, aligning creative goals across narrative, audio, and engineering teams.
- Led early development of a narrative design tool by facilitating feedback loops with industry writers, designers, and cross-studio stakeholders to support implementation and streamline storytelling workflows.
- Collaborated with narrative and cinematics teams to identify audio beats that enhanced emotional tone and narrative pacing.
- Produced scratch and final in-game VO, including recording sessions and file cleanup.

Narrative & Audio Producer

The Coalition | 2019 – 2021

Gears 5 | Gears Tactics | Gears 5: Hivebusters | Unreleased New IP Project

- Co-owned narrative pipelines and tools with the Narrative Director, driving the implementation of branching dialogue, VO systems, and scripting tools to support interactive storytelling.
- Reviewed scripts for clarity, pacing, and tone; flagged structure issues during playtests and collaborated with writers and designers to refine quest flow and dialogue delivery.
- Contributed to three-act quest structure and narrative beat development under mentorship from the Narrative Lead, collaborating closely with gameplay and level designers.
- Facilitated cross-department syncs with level design, art, cinematics, audio, and engineering teams to ensure narrative cohesion, maintain IP relevance, and address narrative-based solutions during production.
- Helped define and maintain documentation for narrative logic, VO triggers, and dialogue state flows using Confluence, JIRA, G-Suite, and custom tools to support implementation across departments.

- Coordinated VO casting and recording logistics across three titles; ensuring casting matched narrative tone and character intent, and that performances supported emotional beats in branching scenes.

Development Manager – Story & Cinematics

PopCap/EA Visceral Games | 2017

Unreleased Star Wars Title

- Partnered with creative leads to define scene priorities and scope, translating emotional and thematic goals into actionable production plans; observed high-level story development and scene planning sessions to deepen understanding of character arcs and worldbuilding cohesion.
- Organized and attended Mocap shoots for scripted and environmental events, coordinating director notes, naming conventions, and clean handoff to cinematic, audio, and animation teams.
- Led syncs between narrative-dependent departments (lighting, VFX, character art, engineering) to ensure story intent was maintained throughout implementation and cinematic sequences aligned with gameplay and emotional beats.

Development Manager – Cinematic & Character Art

Artworks/Electronic Arts | 2017-2019

FIFA 19 | FIFA 20

- Led a game-jam team as Narrative Lead and Game Writer, winning second place at Electronic Arts for game design.
- Collaborated with cinematic, lighting, VFX, and environment teams to ensure story beats and emotional tone were reinforced across cutscenes and in-game moments.
- Managed production scope and budgeting for the Volta feature, assigning tasks by skill level and coordinating across character modeling, rigging, and tech art teams to ensure feature goals were met.

ADDITIONAL WORK EXPERIENCE

Line Producer – Feature Length Animated Movie

Mainframe Studios | 2021-2022

Barbie: Mermaid Power

- Oversaw all production departments from script to delivery, aligning technical execution with creative and emotional narrative goals.

PROFESSIONAL DEVELOPMENT

Enrolled in UBCx's *Video Game Writing Essentials* and HarvardX's *CS50: Introduction to Computer Science*. Participating in monthly mentorships with an AAA Narrative Director and a Senior Narrative Designer. Guest lecturer and panelist at the Southern Alberta Institute of Technology, presenting on storytelling and production pipelines for animation and video games. Directed and produced voice-over content for commercial projects under Sagamind Productions, developing hands-on experience with narrative tone, performance, and post-production workflows. Entrant in the *2025 Big Break Scriptwriting Contest*.

EDUCATION

Film & Video Production Diploma, Southern Alberta Institute of Technology | 2014

ADDITIONAL EDUCATION

Bachelor's in Nursing, University of Calgary | 2008

PLAYER EXPERIENCE

RPG Experience: Baldur's Gate 3, Skyrim, Dragon Age, Mass Effect, The Witcher 3

Cinematic & Systems-Driven Games: It Takes Two, Detroit: Become Human, The Sims, Dead by Daylight, Bioshock

Tabletop Experience: D&D player (3+ years), new GM (campaign design), live mystery host (5+ years)

Creative Interests: Interactive/linear fiction, fanfiction, VO, piano, singing, musical theatre