

Kathryn Megan Starks

fictivate@gmail.com / www.fictivate.com

EDUCATION

University of North Carolina Wilmington – 05/03 to 05/10

Master of Fine Arts in Creative Writing; summa cum laude

Bachelor of Fine Arts in Creative Writing, Bachelor of Arts in English with a certification in professional writing; cum laude

EXPERIENCE

Obsidian Entertainment – Irvine, CA – 10/15 to Present

Shipped titles: *Tyranny (PC, RPG)*

Announced titles: *Pillars of Eternity II: Deadfire (PC, RPG)*

Narrative Designer

Primary focuses included branching conversations; dialogue and prose; voice sets; storytelling including backstory and plot; world building through crafting lore; creative naming; item, ability, area, and creature descriptions; etc.

Wrote companions and major iconic, characters

- Kills-in-Shadow, and Bleden Mark, the Archon of Shadows

Wrote the regional story for the Stone Sea

Crafted unique and memorable voices (individual, regional, and race specific)

- Created the voice and lore for the Beast Tribes
- Shaped the voice and diction for the Scarlet Chorus and the Earthshakers

Wrote short stories for media purposes

Carbine Studios – Aliso Viejo, CA – 11/11 to 10/15

Shipped titles: *WildStar (PC, MMO)*

Senior Game Designer (Zone Lead)

**Led a team of content and systems designers to develop Massive Multiplayer Online
gameplay content**

- Managed a design team, provided design direction and daily tasking, and conducted post-mortems and quarterly performance reviews
- Scheduled game development, attended interdepartmental management meetings, and worked closely with other department leads to ensure on time deliverables
- Responsible for the zones Everstar Grove, Celestion, Galeras, Farside, Wilderrun, Arcterra, Halon Ring, and the multiplayer instance “Deep Space Exploration”
- Assumed role and responsibilities of the lead content designer in the event of his absence
- Wrote design and system docs, test plans, patch notes, etc.
- Mentored other zone leads and game designers

Created game world content and in-game utilities

- Designed and implemented nine overworld zones and one multiplayer instance within the game world
- Performed narrative work and provided game writing, including: quest writing, character dialogue, and creative naming for zones, creatures, titles, items, etc.
- Technical knowledge and expertise in visual scripting and proprietary engine's game editor tools (design and systems editors, world building editors, scripting editors, etc.)

- Proficient in creature creation and spawning, quest creation, spells and abilities, scripting, writing, loot tables, creature AI, public events, gameplay balancing, bug fixing, and play testing, etc.
- Prototyped fun, fresh new gameplay

Icarus Studios / K2 Network – Cary, NC – 05/10 to 11/11

Shipped titles: *Fallen Earth: Blood Sports*, *Fallen Earth: The Grainway*, and *Fallen Earth: Reloaded (PC, MMO)*

Lead Content Designer and Head Writer

Managed the content design department in both live and development environments

- Oversaw expansion development and live-game maintenance, provided design direction, wrote design docs

Created Massive Multiplayer Online content

- Designed and implemented over world gameplay, dungeons, and holiday and world dynamic events
- Performed narrative work, including: quest writing, voice-over dialogue (written); crafted storylines, and creative NPC, location, quest title, and item naming
- Proficient in the Icarus Studios xScape Platform's source control software and 3D middleware toolsets (data editor, world builder, creature editor, map maker, etc.)
- Regularly performed bug fixes and gameplay/balance testing

Arkadium – New York, NY – 06/11 to 01/12

Shipped titles: *The Vampire Diaries: Get Sucked In (Facebook, Social)*

Game Writer (Freelance)

Wrote game missions and Vampire Diaries character dialogue

Worked with Warner Bros. during revision of proofs for consistency of intellectual property

CREATIVE WRITING

Ten fiction publications in reputable literary journals including *Prick of the Spindle* and *The Battered Suitcase*

Two published short stories commissioned by Paradox Interactive for *Tyranny*

Novel Manuscript selected from 3,000+ entries for showcase in Pitch Wars 2017

DevCon article in the 32nd issue of *Beckett Massive Online Gamer* entitled “*Fallen Earth: Crafting Gameplay from Lore*”

Prior work experience as an Editor at Vagabondage Press

Completed book length manuscript (MFA thesis, short story collection)

SKILLS

Team management, creative direction, game and systems design, writing and editing, world building, and visual scripting; Press and CS experience

Unity, Unreal, Proprietary Middleware and game editing software, Perforce, JIRA, Agile, Confluence, VPN, Photoshop, Excel, Visio, Fogbugz, Sharepoint