



# Emily Bendervis

*Narrative Design. Script Writing.*

## Tools



## Hobbies

- Make-up
- Concert-going
- Photography
- Drumming
- Dungeons & Dragons

## About me

Passionate content creator devoted to narrative design and story telling. Excels in communicating efficiently, professionally, and engagingly. Ensures quality and consistency in world building and gameplay.

## Skills

- In-depth world building
- Great communicator
- Compelling narrative concepts
- Enthusiastic and friendly
- Unique and consistent characters
- Excels in team settings
- Creative use of variables in branching narratives
- Quick and engaged learner

## Education

**Sheridan College** 2016 - 2020  
Honours Bachelor of Game Design

## Projects

**New Donaria (Game Master)** 2017-Present

- Onboarded six enthusiastic players with unique characters
- Crafted universe within confines of existing game systems
- Created characters to support lore and culture of world

**Sandstone (Narrative Designer)** 2019-2020

- Placed optional narrative collectibles to reward exploration
- Outlined narrative journey of player using spreadsheet
- Wrote compelling dialogue embodying characters accurately

**End Matter (Writer)** 2017

- Pitched story concept to team after deciding genre and tone
- Graphed story beats in flow chart to visualize story branches
- Tracked player choices using variables in engaging dialogue