

# Noah Crissey

## Narrative and Systems Designer

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### Skills

- Narrative Design
- Gameplay and Systems Design
- World Building
- Creative Writing and Dialogue
- Interdisciplinary Communication
- Production and Team Management
- Descriptive/Technical Writing

### Tools

- Unity (C# and Visual Scripting)
- Unreal
- Twine
- The Homebrewery
- Figma
- Excel
- ClickUp

### Academic Projects

*Eyes of the Forest (Unreal engine)* **Design Lead / Narrative Systems Designer** **9/24-Present**

- Managed six designers within a 20-person interdisciplinary team developing a third-person stealth game
- Wrote a detailed World Bible document to guarantee narrative consistency and cohesion
- Collaborated with artists to develop setting and characters, and outlined important visual details for artists

*The Court of Alphame (Homebrewery)* **Narrative Systems Designer** **1/25-Present**

- Concepted and developed a complete TTRPG system focused on social interaction and political scheming
- Built a unique setting for players to interact with that fits the game's mechanics and player fantasy
- Crafted character-driven narrative systems that allow players to tell their own stories as they play

*Dine N Bash (C++ custom engine)* **Producer / Narrative Systems Designer** **8/23-8/24**

- Developed a narrative system that allowed players to interact with the narrative through the mechanics
- Wrote Character Bios for named characters and a World Bible to align narrative and mechanical themes
- Created extensive bark-sheets for five different characters to develop their identities in a limited word count

*English\_Is\_Hard\_ (Unity/C#)* **Design Lead / Systems Designer** **1/23-4/23**

- Implemented major parts of core gameplay loop (Typing Mechanic and Wave Manager) in Unity/C#
- Developed and tested the game's design for rapid iteration, and consistently engaging gameplay
- Created and managed design documentation; revisited this each milestone for accuracy, consistent vision

### Personal Projects

*A Dangerous Trek (Twine Game)* **Sole Writer / Designer** **5/24-8/24**

- Crafted a short interactive narrative experience with a focus on dialogue and choice design
- Wrote Character Bios and plot beat maps to structure the story within a reasonable scope

*The Bodyguard (Homebrewery)* **Sole Writer / Designer** **8/23-10/23**

- Concepted and created a custom D&D 5e Character Background to fulfill a specific player fantasy
- Wrote character-building choices to allow players to customize the Background to fit their character

### Work Experience

*Wizards of the Coast* **Narrative Design Intern** **6/25-8/25**

- Created technical art briefs to ensure card art aligned with game mechanics and larger narrative goals
- Wrote card names and flavor text to incorporate engaging worldbuilding details into the game experience
- Performed research on popular IPs to help create crossover cards that were evocative to their IP

### Awards

**Two Time Gold Winner, GDC Game Narrative Review Essay** **2024-2025**

### Education

DigiPen Institute of Technology

B.A., Game Design, GPA 3.73

**Graduating Spring 2026**