

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

<i>Eyes of the Forest</i> (Unreal engine)	Design Lead / Narrative Systems Designer	9/24-Present
<ul style="list-style-type: none">• 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		

<i>The Court of Alphame</i> (Homebrewery)	Narrative Systems Designer	1/25-Present
<ul style="list-style-type: none">• 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		

<i>Dine N Bash</i> (C++ custom engine)	Producer / Narrative Systems Designer	8/23-8/24
<ul style="list-style-type: none">• 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		

<i>English_Is_Hard_</i> (Unity/C#)	Design Lead / Systems Designer	1/23-4/23
<ul style="list-style-type: none">• 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

<i>A Dangerous Trek</i> (Twine Game)	Sole Writer / Designer	5/24-8/24
<ul style="list-style-type: none">• 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		

<i>The Bodyguard</i> (Homebrewery)	Sole Writer / Designer	8/23-10/23
<ul style="list-style-type: none">• 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

<i>Wizards of the Coast</i>	Narrative Design Intern	6/25-8/25
<ul style="list-style-type: none">• 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
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Education	DigiPen Institute of Technology	B.A., Game Design, GPA 3.73	Graduating Spring 2026
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