

MARIANNE CASSIDY

GAME WRITER & NARRATIVE DESIGNER



Durham, UK

+44-7956-811320

marianneccassidy.com

m.s.cassidy@pm.me

I AM...

- a writer and narrative designer with 3 years' industry experience
- enthusiastic about all aspects of game narrative, from crafting story and dialogue to designing systems and features
- searching for opportunities that will challenge and inspire me while encouraging my professional development

EDUCATION

Queen's University Belfast

MA Creative Writing

Grade: Distinction

2021-2023

Norwich University of the Arts

BA Games Art & Design

Grade: 1st Class

2017-2020

AWARDS

New Blood Awards Winner

D&AD

Jul 2020

Student Game Award (Shortlist)

Aardvark Swift

Mar 2020

SKILLS

Specialist: Narrative design, systems design, scriptwriting, dialogue, worldbuilding, plot and character creation, storytelling

Professional: Teamwork, written & verbal communication, user-centered design, applying feedback, problem-solving

Software: Unreal Engine 4/5, Articy Draft, Twine, Ink, Ren'Py, Final Draft, Scrivener, Miro, Lucidchart, Microsoft Excel

SELECTED EXPERIENCE

* Mad Head Games

Game Writer | Apr 2024 - Present | Full-time

I'm currently a writer at Mad Head Games. I report to the narrative lead, and am primarily responsible for dialogue, scriptwriting for cutscenes, and narrative assets such as notes and audio logs. I collaborate closely with the cinematics and audio teams alongside the narrative designers, and occasionally perform design tasks.

* StrayDogs

Narrative Designer | Mar 2024 - Feb 2025 | Part-time

StrayDogs is a small startup currently working on its first creative project, previously with funding from the German government. I left the team due to a project cancellation.

* Fishlabs GmbH

Narrative Designer | Oct 2023 - Dec 2023 | Full-time
+ Junior Narrative Designer | Nov 2022 - Promoted

As part of a team of narrative designers and contract writers, I took an active role in worldbuilding and story generation. I designed our reactive dialogue system, wrote banter, and collaborated with level design on narrative flow and implementation.

* Sprung Studios Ltd.

Junior UX/UI Designer | July 2020 - March 2021 | Full-time

Working within a small, dedicated team on external dev projects, I took responsibility for the full UX/UI pipeline. I designed user flows and wireframes/prototypes, and produced mockups and game-ready assets. I also had extensive communication with clients and shareholders.