

MARIANNE CASSIDY

NARRATIVE DESIGNER & GAME WRITER

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I AM...

- a narrative designer and game writer with 2+ years' industry experience
- enthusiastic about all aspects of game narrative, from systems design to story crafting and dialogue
- looking 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, Adobe Suite

SELECTED EXPERIENCE

• Mad Head Games

Game Writer | Apr 2024 - Present

I'm currently a contract writer at Mad Head Games, working on an unannounced title. I report to the narrative lead, and am primarily responsible for cutscene scripts and barks, collaborating closely with the cinematics and audio teams.

• StrayDogs

Narrative Designer | Mar 2024 - Present

StrayDogs is a small startup currently working on its first project. I am the sole narrative designer/writer on the team, which currently involves primarily proof-of-concept design work and pitching.

• Fishlabs GmbH

Narrative Designer | Oct 2023 - Dec 2023

+ 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

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.