

ANDREW WEBB | Narrative Designer

Archetype Entertainment / AUSTIN, TX

Level Designer (Contract) / MAR 2025 - Current

In Progress – EXODUS (Sci-Fi Third-Person Shooter RPG) - Due Early 2027

- Wrote and implemented branching dialogue and scripted the resulting gameplay based on dialogue choices
- Scripted narrative moments using Level Sequencer, Blueprints, and custom cameras
- Collaborated closely with writers on dialogue, NPCs, and quests to create compelling stories while ensuring narrative moments led to engaging gameplay, and vice versa
- Worked closely with environment artists, animators, lighting artists, other level designers and their producers to ensure all elements support the level's narrative
- Documented dialogue implementation progress while building levels

Airship Syndicate / AUSTIN, TX

Associate & Mid Quest Designer / JUN 2023 - SEP 2024

Shipped Premium Title – Wayfinder Echoes (CO-OP Action RPG) - Released JUN 11, 2024

Launched Live Service Title – Wayfinder (MMO) - Released AUG 17, 2023

- Owned both story development and gameplay implementation for dozens of quests, taking them from concept to ship while collaborating with stakeholders from numerous departments
- Documented designs at every step from pitch, paper design, all the way through ship
- Owned and maintained the Jobs system, the MMO's daily and weekly quests
- Utilized Level Sequencer to create in-game cutscenes for important narrative moments
- Used Unreal Blueprints to blend storytelling with memorable combat encounters to convey both story and gameplay in tandem
- Coordinated with level designers and environment artists to create compelling vistas and control player flow through handcrafted spaces in the overworld

Artcraft Entertainment / AUSTIN, TX

Associate & Mid Level Game Designer / DEC 2020 - DEC 2022

Unannounced MMO Projects & Launched Live Service Title – Crowfall (MMO) - Released JUL 6, 2021

- Owned all documentation relating to Story, Characters, Levels, and Worlds
- Authored the overarching Main Story as well as entire quests for each zone

SKILLS

Unreal Engine 4 & 5 • Blueprints • Unity • Microsoft Suite • Google Suite • Jira

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