

# David Flynn

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## **Detail-oriented, character focused Writer | Putting players first for over 8 years**

Expert writer, designer, and storyteller with experience all disciplines of game development including QA, audio, UI/UX, design, and writing across 2 AAA releases such as The Elder Scrolls Online and smaller indie titles. Agile team player able to work alone or facilitate collaboration in a large group. Written over 70,000 articles across various websites, helped ship 3D narrative adventure title Bean Sidhe in Unreal Engine 5 and 2D Rogue-like Treasure Cavern in Unity, and interviewed developers across the globe.

## **Senior Editor, GamingTrend | Chevy Chase, Maryland (Remote) | 2019 – Present**

Starting as a Junior Editor, wrote comprehensive and in-depth reviews, news, and editorials on modern and retro games. Partnered with game developers such as Square Enix and Supergiant Games to provide feedback, report bugs, and ensure a smooth launch. Led teams of editors to create quality content delivered on time.

- **Wrote, recorded, and edited videos with over 200,000 views** using DaVinci Resolve, reaching over 10,000 subscribers on YouTube.
- Worked with developers of Towers of Aghashba to create a mock review to **analyze their game mid-development** and **accurately measure public reception upon release** with 600 Mixed and 1,320 Mostly Positive user reviews on Steam.
- **Strengthened GamingTrend's relationship with publishers including Square Enix as an exclusive reviewer under embargo** by traveling cross-country to preview upcoming titles.

## **Quality Assurance Tester, Sealbee Games | Chevy Chase, Maryland (Remote) | 2024 – Present**

Played through narrative adventure game, Bean Sidhe, multiple times over the course of development, noting bugs and giving feedback on gameplay, writing, and VO. Recorded first full playthrough for use in trailers and marketing material.

- Proofread in-game text for errors and flow, **enhancing the narrative and player experience**.
- **Caught critical performance bugs**, increasing average frame rate by 30%.
- Worked with voice director to **ensure quality voice over** that establishes the proper atmosphere.

## **Freelance Level Designer/Writer, Stealth Studio | Baltimore, Maryland (Remote) | July 2017 – January 2018**

Worked with a team of students across the country on a canceled educational VR game designed to teach middle and high school students mathematics. Led the team on narrative and level design fronts as well as ensuring accessibility and comfort in VR. Supervised overall game flow, educational value, and fun factor.

- Designed narrative to **give context to gameplay and interest players** in seeing the game through to the end.
- Improved UI and UX experience for usability in VR with Unity 3D, making testing the feature much easier.
- Designed 3 levels and overall game flow to meet educational targets by providing players with unique and interesting challenges paired with math.

**Intern Contract Quality Assurance Tester**, ZeniMax Online Studios (Target CW) | Hunt Valley, Maryland | *May 2016 – August 2016*

Performed Quality Assurance testing on The Elder Scrolls Online, focusing on social systems, large scale PvE Raids, and the PvP components of the Imperial City DLC. Used Jira to document issues in precise detail, and worked directly with developers to reproduce and fix bugs.

- **Improved reproduction rate on Moon-walking bug by more than 50%** by simplifying steps and finding the root cause of the glitch.
- Identified cause of game-crashing issue with on-hover tooltips, **saving both QA and development teams 8 hours of work.**
- Participated in daily standups by teaming up with other QA personnel to identify tasks and test cases in addition to assigned work.

## **Education:**

- **Bachelors of Science in Simulation and Game Design**, Level Design Concentration | University of Baltimore | Baltimore, Maryland | *August 2014- May 2018*
- **Google UX Design Certification** | Chevy Chase, Maryland (Remote) | *June 2021*