



SUMMARY

I am an intuitive, experienced writer and game designer with both technical and creative aptitude. I am skilled at writing tight, realistic dialogue, as well as trimming and self-editing scripts to fit word counts and time constraints. I am a student of Jungian archetypes, comparative mythology and dramatic structure, especially as they apply to story arcs, quests and class mechanics. If you are looking for someone like that, let's talk.

GAME INDUSTRY EXPERIENCE

Writer/Designer/Publisher, DBA æthereal FORGE—Seattle, WA '92–Present

- ▶ I write, design and publish games—both electronic and tabletop—and provide world, quest and mechanic design for other clients. I also provide other services as needed, including: technical writing; administrating websites; hand-coding HTML; graphic design and layout; quality assurance and testing; and community interaction via social networking, forums and email lists. Titles and clients include:
 - *Brain Chef*, a zombie-themed casual multiplayer web-based game, '09
 - *GODSEND Agenda 2nd Edition*, a mythological superhero RPG, '04–Present
 - *HELLAS: Worlds of Sun & Stone*, a Greek-themed science fiction RPG, '07–Present
 - *Power Grrrl*, a comedic RPG that satirizes the “super-powered teen” anime genre, '04
 - *Rune Stryders*, a fantasy-based mecha RPG, '03
 - *Untitled*, a casual Flash-based game for Adobe, unreleased
- ▶ My most notable indie creation to date has been *Ninja Burger*, a fictional fast-food restaurant run entirely by (you guessed it) ninja. I created the concept in '00, and since then have written and designed games and content to support the main website, in addition to licensing the concept to others. Titles include:
 - *Ninja Burger: The RPG 2nd Edition*, '06 and *No Honor Edition*, '08
 - *Ninja Burger Card Game*, licensed to Steve Jackson Games, '06–Present
 - *Ninja Burger: Honorable Employee Handbook*, published by Kensington/Citadel, '06
 - *Ninja Burger: The RPG*, licensed to 9th Level Games, '01–'05
- ▶ I have researched and written game industry columns and reviews for clients such as *Dragon Magazine*, *The Escapist*, *Gamegrene*, *MMORPG.com*, *R. Talsorian*, *RPGNow*, *The Silven Trumpeter* and *Slashdot.org*. I was the Lead Editor for *RPG.net* from '02 to '05, as well as a columnist for that site.

Game Designer, Turpitude Design—Walnut Creek, CA '08–'09

- ▶ As part of a team of five, I designed mechanics, missions, worlds and dialogue for two undisclosed, unreleased MMO titles. I also generated game design specs, dialogue and missions for Facebook and MySpace games created by a top social gaming company.

Quest Writer / Content Designer, Perpetual Entertainment—San Francisco, CA '07

- ▶ I designed, wrote and implemented quests for *Gods & Heroes: Rome Rising*, an unreleased AAA MMORPG with a historical and mythological theme. After only a few weeks on the job I was given control of the game's central story arc, detailing the player character's apotheosis and ascension to the realm of the gods through quests within an already-implemented game world. In support of this effort, I wrote voiceover and cinematic dialogue, screened and selected voice actors and attended recording sessions.

GAME INDUSTRY AWARDS

- ▶ *Brain Chef*, Editor's Pick, MySpace Developer Team, March '09
- ▶ *Folkloric: Baba Yaga*, Winner, '06 ENnie Award for Best Electronic Book, Nominee for Best Writing
- ▶ *Iconoclast*, a text-based cyberpunk game, January '98 MUD of the Month
- ▶ *HELLAS: Worlds of Sun & Stone*, Nominee, '09 ENnie Awards for Interior Art, Production Values
- ▶ *The House*, a horror-themed RPG, First place, '09 Lulu.com Most Creative Mini Book Contest



OTHER EXPERIENCE

Technical Writer, (UltraDNS, Softbook Press, Onyx, Tello, Fox/IGN, 1Cast)—Various '00-'01, '05-'09

- ▶ As the sole Tech Writer in each instance I wrote documentation for both Engineering and Marketing departments, including use cases, user guides, FAQs, release notes and help files. In each case I improved documentation quality by: creating and maintaining intranets, wikis, document repositories and version control systems; establishing standards; and driving company-wide adoption of said tools and standards.

Designer, Karen Brown's Guides—San Mateo, CA '02-'05

- ▶ I designed and laid out 17 annual travel guides, as well as associated PDF and web-based content. I reduced costs by bringing design efforts in-house, creating and updating maps, graphics and covers for each edition. I acted as the main point of contact with our overseas printer. I helped keep sales steady despite industry decline by assisting with the writing and editing of marketing copy, a redesign of a Yahoo-based storefront, and the design of effective print advertisements.

Head Copywriter, AnotherUniverse.com—Manassas, VA '99-'00

- ▶ As part of a team of 10—including a junior copywriter, who I directly managed—I wrote copy for, designed and laid out monthly and quarterly catalogs devoted to comic books, games and collectibles. I composed and edited monthly print ads, email and direct mail pieces, increasing sales and conversion rates over previous years, even in the wake of a comic book industry on a severe downturn.

Creative Director, Sinclair Broadcasting—Buffalo, NY '97-'99

- ▶ I headed a three-person Creative Services division that provided web, print and broadcast material for six FM and AM radio stations in a Top 50 market. As the sole copywriter, I wrote, edited and produced radio commercials, selected voice talent and attended recording and production sessions. I also designed and maintained station websites as part of the company's initial implementation and embrace of web content.

Assistant Editor, The RAMA Group—Buffalo, NY '95-'97

- ▶ As part of a team of four, I wrote and edited feature and news stories for, and assisted in the weekly layout of, 16 editions of *Metro Community News* and *Metro Weekend*. I managed several "stringers" and other freelance staff, and updated and maintained the fledgling *Metro Weekend* website.

EDUCATION/ASSOCIATIONS

- ▶ Member, International Game Developers Association and IGDA Writers SIG
- ▶ Member, Sigma Tau Delta, International English Honor Society
- ▶ Bachelor of Arts in English Honors, cum laude, Canisius College, Buffalo, NY, '95

MISCELLANY

- ▶ **Software Skills:** Adobe Creative Suite, Aurora Toolset, BBEdit, Bugzilla, CircleMUD, CVS/svn, hand-coded HTML, Jira, MediaWiki, MS Office Suite, Perforce, Quark XPress, TWiki, Unix, VBulletin, vi, et al.
- ▶ **Interests:** I am learning to enjoy gardening by necessity, since my house came with a heaping side of nature. I just finished my first novel, *Blackbird: The Chronicles of Edison North*, and am in the final editing stages. I am a strong proponent of ninja-related causes, and I am the creator of the "Day of the Ninja," an annual ninja-themed holiday held every year on December 5. Really—NPR covered it and everything.
- ▶ For more information about me, visit <http://www.aeforge.com/~aeon> and <http://www.ninjaburger.com>