



DANIEL ROY

Narrative Game Writer, Designer, Author

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Executive Summary

Canadian AAA narrative game writer and author. Mature, organized, creative and collaborative. Experienced AAA producer with Ubisoft and EA BioWare. Versed in marketing, Agile and team leadership.

Experience – Narrative Game Writing & Design

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| Narrative Game Writer , <i>Need for Speed Payback</i> (in development)
Ghost Games, Gothenburg, Sweden | Mar. 2016-Present |
| Narrative Director , <i>Celestials: Oracle War</i> (in development)
Noobyisland, Seoul, South Korea | Feb. 2016-Present |
| Game Designer , <i>3x3: The Immersive Fiction</i> (in development)
TreeCircle Media, Paris, France | Nov. 2014-Oct. 2015 |
| Game Writer , <i>No Way Out</i>
DistrictWare, Montreal, Canada | May-Sep. 2015 |
| Narrative Game Writer , <i>Eon Altar</i>
Flying Helmet Games, Vancouver, Canada | May 2014-June 2015 |
| Narrative Design Consultant , <i>Subaeria</i>
Illogika Studios, Montreal, Canada | July 2014-Jan. 2015 |
| Game Copywriter , <i>Buildanauts</i> (in pre-production)
TouchTilt Games, Halifax, Canada | Aug. 2014 |
| Game Writer & Copywriter , <i>Monkey King Escape</i>
Ubisoft, Chengdu, China | Mar.-Apr. 2014 |
| Narrative Game Writer , <i>Celestials: Eternian Chronicle</i>
Noobyisland, Seoul, South Korea | June-Sep. 2012 |

Experience - Game Production & Level Design

Senior Producer & Principal Project Manager , unreleased IP EA BioWare, Edmonton, Canada	Jan. 2008-June 2009
Senior Associate Producer , <i>Splinter Cell: Conviction</i> (X360) Ubisoft, Montreal, Canada	Nov. 2006-Jan. 2008
Producer , <i>Splinter Cell Double Agent</i> (Xbox 360) Ubisoft, Shanghai, China	Jan. 2005-Nov. 2006
Producer , <i>Ghost Recon 2</i> (GameCube) Ubisoft, Shanghai, China	Nov. 2004-Jan. 2005
Associate Producer , <i>Ghost Recon 2</i> (PlayStation 2) Ubisoft, Shanghai, China	Feb.-Nov. 2004
Level Designer , <i>Splinter Cell: Pandora Tomorrow</i> (Xbox) Ubisoft, Shanghai, China	Aug. 2003-Feb. 2004

Experience - Information Technologies

Web Development Consultant , J2EE programming CGI, Montreal, Canada	Aug.-Sep. 2011
Marketing Product Manager Vircom, Montreal, Canada	Feb. 2001-July 2003
Documentation Director & Technical Writer Aptilon, Montreal, Canada	Aug. 2000-Feb. 2001
Corporate Security Assistant BCE Emergis, Montreal, Canada	Aug. 1999-Aug. 2000
Network Integrator , Air Canada Desktop Services IBM Global Services, Montreal, Canada	Aug. 1998-Aug. 1999

Education

M.Sc. Particle Physics (12 credits towards) 1997-1998
University of Montreal, Canada

B.Sc. Physics 1993-1997
University of Montreal, Canada

Publications

Puffin Books (Penguin Random House) 2016-2017
Terraria Handbooks: The Ultimate Survival Handbook, Crafting and Construction, Exploration and Adventure, Hardmode Survival Handbook

Allegory Magazine November 2016
A Haunting in the Taste of Gray

Perihelion Science Fiction March 2015
Schrödinger's Suicide

Travel & Languages

Countries Visited

Austria, Bulgaria, Canada, China, Cuba, Czech Republic, Denmark, France, Germany, Greece, Hungary, Hong Kong, India, Indonesia, Israel, Japan, Jordan, Lebanon, Macedonia (FYROM), Malaysia, Mexico, Montenegro, Myanmar, Netherlands, Palestine, Qatar, Romania, Serbia, Singapore, Slovakia, South Korea, Sweden, Syria, Thailand, Turkey, United Kingdom, United States, Vietnam.

Previous Countries of Residence

Bulgaria, Canada, China, India, Mexico, South Korea, Thailand.

Languages Spoken

English, French	Native
Mandarin, Spanish	Intermediate
Bulgarian, Korean	Beginner

Interests

Travel, SF, literature, entrepreneurship, running, technology, entertainment, food.