



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

Lead Writer , <i>Need for Speed Payback</i> EA Ghost, Gothenburg, Sweden	Mar. 2016-Oct. 2017
Narrative Director , <i>Celestials: Oracle War</i> (in development) Nooby Island, Seoul, South Korea	Feb. 2016-Oct. 2017
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> Nooby Island, 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) University of Montreal, Canada	1997-1998
B.Sc. Physics University of Montreal, Canada	1993-1997

Publications

Puffin Books (Penguin Random House) Terraria Handbooks: <i>The Ultimate Survival Handbook, Crafting and Construction, Exploration and Adventure, Hardmode Survival Handbook</i>	2016-2017
Allegory Magazine <i>A Haunting in the Taste of Gray</i>	November 2016
Perihelion Science Fiction <i>Schrödinger's Suicide</i>	March 2015

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, Taiwan, 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.