



DANIEL ROY

NARRATIVE GAME WRITER



Sofia, Bulgaria



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www.onebluepixel.net

PROFESSIONAL SUMMARY

Canadian narrative game writer and author with AAA experience.
Former producer for Ubisoft and EA BioWare.
Former lead writer for EA Ghost.
Mature, organized, creative and highly collaborative.
Published author, SFWA member.

GAME WRITING EXPERIENCE

- Lead Writer | EA Ghost (Sweden & UK)**
Need For Speed Payback
With narrative director, conceived, plotted and wrote all cutscenes and majority of in-game dialogues for EA's top racing franchise. [Remote work]
- Narrative Director | Nooby Island (South Korea)**
Celestials: Oracle War (in development)
Managed all aspects of narrative design for an original Korean action RPG.
- Narrative Game Writer | Flying Helmet Games (Canada)**
Eon Altar
With narrative director, conceived story and character backgrounds, and wrote an original fantasy RPG story with innovative storytelling mechanics. [Remote work]
- Narrative Design Consultant | Illogika Studios (Canada)**
Subaeria
Helped design an ambitious narrative for an indie roguelike game. [Remote work]
- Game Writer & Copywriter | Ubisoft Chengdu (China)**
Monkey King Escape
Adapted in-game text for Western markets. Wrote marketing copy. [Remote work]
- Narrative Game Writer | Nooby Island (South Korea)**
Celestials: Eternian Chronicle
Designed story and wrote all dialogues for a Korean mobile RPG. [Remote work]

COPYWRITING EXPERIENCE

- Copywriter | Watson Creative (US)**
Present
Wrote marketing and web copy for a variety of corporate clients, including NIKE, East West College, Ensoftek, Colin O'Brady, Anthem Memory Care, and many more. [Remote work]



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OTHER GAME DEV EXPERIENCE

- Jan 2008
Jun 2009

- **Senior Producer & Principal Project Manager | EA BioWare (Canada)**
Unreleased IP
Responsible for project management, budgeting, team leadership and coaching for an original IP from BioWare's flagship studio in Edmonton.
- Nov 2006
Jan 2008

- **Senior Associate Producer | Ubisoft Montreal (Canada)**
Tom Clancy's Splinter Cell: Conviction (X360)
Responsible for planning, team leadership and team management.
- Jan 2005
Nov 2006

- **Producer | Ubisoft Shanghai (China)**
Tom Clancy's Splinter Cell Double Agent (X360)
Responsible for the planning and team management of the main version. Led the team to an award-winning E3 demo and a successful game launch.
- Nov 2004
Jan 2005

- **Producer | Ubisoft Shanghai (China)**
Tom Clancy's Ghost Recon 2 (GameCube)
Led a small, inexperienced team to successfully port the PS2 version to GameCube on schedule and under budget.
- Feb 2004
Nov 2004

- **Associate Producer | Ubisoft Shanghai (China)**
Tom Clancy's Ghost Recon 2 (PS2)
Assisted the producer with project planning and team management. Coordinated with external teams. Delivered on time and at quality despite aggressive schedule.
- Aug 2003
Feb 2004

- **Level Designer | Ubisoft Shanghai (China)**
Tom Clancy's Splinter Cell: Pandora Tomorrow (Xbox)
Designed and implemented an original level for the main version of the game.

OTHER PROFESSIONAL EXPERIENCE

- Nov 2011
Mar 2012

- **Communications Volunteer | Gram Vikas (India)**
Responsible for the production of the annual report and other written communications for an Indian NGO providing clean water and sanitation to rural communities in the state of Odisha.
- Aug 2011
Sep 2011

- **Web Development Consultant | CGI Consulting (Canada)**
- Feb 2001
Jul 2003

- **Marketing Product Manager | Vircom (Canada)**
- Aug 2000
Feb 2001

- **Documentation Director & Technical Writer | Aptilon (Canada)**
- Aug 1999
Aug 2000

- **Corporate Security Assistant | BCE Emergis (Canada)**
- Aug 1998
Aug 1999

- **Network Integrator | IBM Global Services (Canada)**





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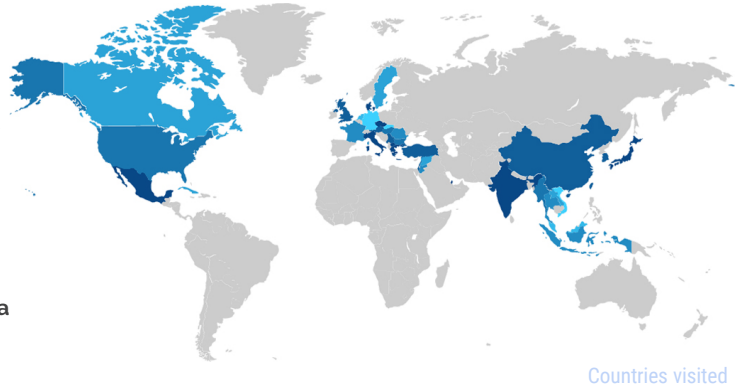
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EDUCATION

- 1998 ● **M.Sc. Particle Physics | Université de Montréal**
(12 credits towards)
- 1997 ■ **B.Sc. Physics | Université de Montréal**

FOREIGN COUNTRIES OF RESIDENCE

- Sep 2018 - Now ● **Bulgaria**
Sofia
- 2016 - 2017 ■ **South Korea**
Seoul
- 2014 - 2015 ■ **Mexico**
Oaxaca City
- 2013 - 2014 ■ **Thailand**
Chiang Mai
- 2012 - 2013 ■ **South Korea**
Busan
- 2011 - 2012 ■ **India**
Mohuda
- 2003 - 2006 ■ **China**
Shanghai



PUBLICATIONS

- Feb 2018 ● **The Virus Dreams | Polar Borealis**
- 2016-2017 ■ **The "Terraria Handbook" Series | Penguin Random House**
The Ultimate Survival Handbook
Crafting and Construction Handbook
Exploration and Adventure Handbook
Hardmode Survival Handbook
- Nov 2016 ■ **A Haunting in the Taste of Gray | Allegory Magazine**
- Mar 2015 ■ **Schrödinger's Suicide | Perihelion Science Fiction**

SKILLS	LANGUAGES	HOBBIES
MS Word ██████████ MS Excel ██████████ Scrivener ██████████ FinalDraft ██████████ WordPress ██████████ Photoshop ██████████ Premiere Pro ██████████ Journey (EA) ██████████	English ██████████ French ██████████ Spanish ██████████ Mandarin ██████████ Bulgarian ██████████ Korean ██████████	



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