

DANIEL ROY

NARRATIVE WRITER



Sofia, Bulgaria



(347) 878-1951



daniel@onebluepixel.net



onebluepixel.net

PROFESSIONAL SUMMARY

Canadian narrative game writer, screenwriter, and author with extensive AAA experience. Lead writer for EA Ghost, game writer for Ubisoft & Creative Assembly. Senior producer for EA BioWare, producer for Ubisoft. Creative, mature, organized, easy to work with. Published author. SFWA member.

GAME WRITING EXPERIENCE (HIGHLIGHTS)

- Jan 2022
Now

Scriptwriter | Avatar: Frontiers of Pandora
Ubisoft China
Narrative game writer for AAA open-world adventure game. Responsible for the design and writing of side-quests and open-world encounters. [Remote work.]
- Mar 2019
Jul 2021

Narrative Game Writer | Troy: A Total War Saga
Creative Assembly Sofia (Bulgaria)
With game designer, wrote all required in-game texts, involving in-depth research on life and warfare around the time of the Trojan War. [Remote work]
- Mar 2016
Oct 2017

Lead Writer | Need for Speed Payback
EA Ghost (UK & Sweden)
With narrative director, conceived, plotted and wrote all cutscenes and majority of in-game dialogues for EA's top racing franchise. [Remote work]
- Feb 2016
Oct 2017

Narrative Director | Celestials: Oracle War (unreleased)
Nooby Island (South Korea)
Managed all aspects of narrative design for an original Korean action RPG.
- May 2014
Jun 2015

Narrative Game Writer | Eon Altar
Flying Helmet Games (Canada)
With narrative director, conceived story and character backgrounds, and wrote an original fantasy RPG story with innovative storytelling mechanics. [Remote work]
- Mar 2014
Apr 2014

Game Writer & Copywriter | Monkey King Escape
Ubisoft Chengdu (China)
Adapted in-game text for Western markets. Wrote marketing copy. [Remote work]
- Jun 2012
Sep 2012

Narrative Game Writer | Celestials: Eternian Chronicle
Nooby Island (South Korea)
Designed story and wrote all dialogues for a Korean mobile RPG. [Remote work]

@1bluepixel



linkedin.com/in/danielroy





(347) 878-1951



daniel@onebluepixel.net



onebluepixel.net

OTHER GAME DEV EXPERIENCE

- Jan 2008
Jun 2009

●

Senior Producer & Principal Project Manager | Unreleased BioWare title
EA BioWare (Canada)

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 | Tom Clancy's Splinter Cell: Conviction (X360)
Ubisoft Montreal (Canada)

Responsible for planning, team leadership and team management.
- Jan 2005
Nov 2006

■

Producer | Tom Clancy's Splinter Cell Double Agent (X360)
Ubisoft Shanghai (China)

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 | Tom Clancy's Ghost Recon 2 (GameCube)
Ubisoft Shanghai (China)

Led a small, inexperienced team to successfully port the PS2 version to GameCube on schedule and under budget.
- Feb 2004
Nov 2004

■

Associate Producer | Tom Clancy's Ghost Recon 2 (PS2)
Ubisoft Shanghai (China)

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 | Tom Clancy's Splinter Cell: Pandora Tomorrow (Xbox)
Ubisoft Shanghai (China)

Designed and implemented an original level for the main version of the game.

OTHER PROFESSIONAL EXPERIENCE

- Jan 2021
Mar 2021

●

Freelance Scriptwriter & Film Editor

Freelance scriptwriting and film editing services for corporate clients including Honda Japan. [Remote work]
- Nov 2012
Mar 2020

■

Copywriter | Watson Creative (USA)

Corporate clients included NIKE, East West College, Ensoftek, and Anthem Memory Care. [Remote work]
- 2011-2012

■

Communications Volunteer | Gram Vikas (India)
- 2011

■

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

■

Marketing Product Manager | Vircom (Canada)
- 2000-2001

■

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

■

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

■

Network Integrator | IBM Global Services (Canada)

@1bluepixel



linkedin.com/in/danielroy





(347) 878-1951



daniel@onebluepixel.net



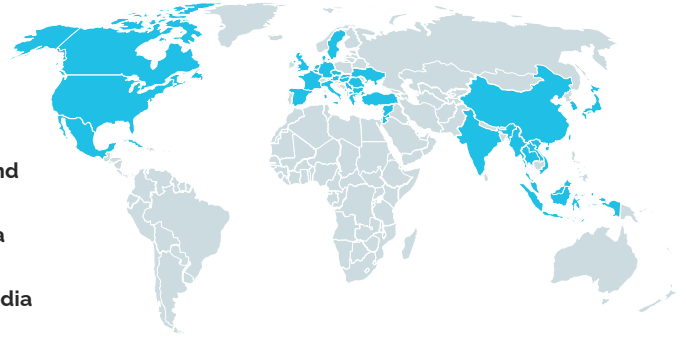
onebluepixel.net

EDUCATION

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

FOREIGN COUNTRIES OF RESIDENCE

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












Countries visited: 49

FILM

- 2022 ● **U-Run (2022) (Short)**
Writer
- 2021 ■ **Swiped (2021) (Short)**
Writer, Editor
Over 20 festivals & 8 award nominations
Best International Comedy & Best Film Editing (Atlanta Comedy Film Festival)
Platinum Remi Award (WorldFest-Houston)

PUBLICATIONS

- May 2020 ● **The Sum of Broken Parts** | Swords & Sorcery Magazine
- Apr 2019 ■ **Forever and a Life** | Metaphorosis Magazine
- Feb 2018 ■ **The Virus Dreams** | Polar Borealis
- 2016-2017 ■ **The Terraria Handbook Series** | Penguin Random House
- Nov 2016 ■ **A Haunting in the Taste of Gray** | Allegory Magazine
- Mar 2015 ■ **Schrödinger's Suicide** | Perihelion Science Fiction

SKILLS	LANGUAGES	HOBBIES
Office ●●●●● Scrivener ●●●●● Final Draft ●●●●● Premiere Pro ●●●●● Twine ●●●●● Audition ●●●●● Photoshop ●●●●● AfterEffects ●●●●●	English ●●●●● French ●●●●● Spanish ●●●●● Bulgarian ●●●●● Mandarin ●●●●● Korean ●●●●●	        

@1bluepixel



linkedin.com/in/danielroy

