



# Videogame Scriptwriter

**SALARY RANGE (2017):** \$48,660–81,300<sup>1</sup>

I am a born storyteller and gamer. My job involves writing scenes, dialogue and prose for leading video games. I work with a team on defining the world and gameplay mechanics, but am solely responsible for developing stories with compelling, multifaceted characters that have strong motivations and consistent, dramatic arcs. I own and manage scripts and assist in recording sessions and voice direction. My career merged my two passions in life—gaming and storytelling.

**The Tip:** Start now. Your degree or diploma won't get you where you want to go; your portfolio of work will. Don't tell them what you can do. Show them you've done it.

## PRIORITY KNOWLEDGE AND SKILLS:

<p><b><u>Evidence-based Storytelling Skills</u></b></p> <ul style="list-style-type: none"> <li>• Ability to use research to develop an evidence-based story</li> <li>• Ability to generate story ideas</li> <li>• Ability to identify target audiences</li> <li>• Ability to create compelling narratives across media</li> </ul> <p><b><u>Advanced Research &amp; Analysis Skills</u></b></p> <ul style="list-style-type: none"> <li>• Ability to critically analyze literature</li> <li>• Ability to synthesize key themes from multiple sources</li> </ul> <p><b><u>Contextual Knowledge</u></b></p> <ul style="list-style-type: none"> <li>• Knowledge of human behaviour</li> <li>• Understanding of context and values of audiences</li> <li>• Essential understanding of topics and themes as they relate to an audience</li> </ul>	<p><b><u>Advanced Communication Skills</u></b></p> <ul style="list-style-type: none"> <li>• Formulate and defend positions</li> <li>• Sensitivity to how communications is shaped by circumstances, authorship and intended audience</li> <li>• Formulate and defend positions</li> <li>• Apply written vocabulary to audience</li> </ul> <p><b><u>Additional Skills</u></b></p> <ul style="list-style-type: none"> <li>• Excel at core communication, interpersonal and organizational skills</li> <li>• Excel at transdisciplinary systems thinking, intentional curiosity and thoughtful creativity</li> <li>• Fundamental business acumen</li> <li>• Fundamentals of programming</li> <li>• Project management</li> </ul>
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## BUILDING BLOCK EXPERIENCES:

<p><b>Education &amp; Learning:</b></p> <ul style="list-style-type: none"> <li>• Bachelor of Arts (English) with a minor in computer science</li> <li>• Game Design: Art and Concepts Specialization from California Institute of the Arts via <a href="#">Coursera</a></li> </ul>	<p>I'd always dreamed of being a game writer, but so do many other people. I followed my passion for storytelling, graphic novels and gaming into a degree in English where I focused on learning to tell a concise story. Leveraging education and learning is critical to be one step ahead of my competition.</p>
<p><b>Employment Experiences:</b></p> <ul style="list-style-type: none"> <li>• Did an internship at local game start-up. This company offered me a position upon graduation.</li> <li>• First position was as game project coordinator. Promoted to story coordinator</li> </ul>	<p>My big break happened by deciding to do an internship one summer. This single decision defined my career. It showed me what I love to do and what I am good at. Working in this start-up, I realized that to become a game writer, I needed to own the world I designed and all the</p>

<p>and was mentored by lead story writer. My focus was character development.</p> <ul style="list-style-type: none"> <li>• Was given lead game writer role and launched an app-based game four years after graduation</li> <li>• Recruited by large gaming company to be game writer for an established series</li> </ul>	<p>characters in it. It was all up to me. When I went to a larger company, I had an advantage of having “owned” a title already; this set me apart.</p>
<p><b>Community Experiences:</b></p> <ul style="list-style-type: none"> <li>• Joined creative writing club in my community when I was 16. I led the graphic novels group, built my network and identified mentors.</li> <li>• When I am back in my hometown I host an annual gamer hackathon to mentor up-and-coming game designers</li> <li>• Was an executive on my university’s gaming club. Very active in gaming community and engaged in hackathons.</li> </ul>	<p>Volunteering not only allows me to contribute my skills to my community, it broadens my network and relationships. The diversity of these relationships forces me out of my comfort zone.</p>
<p><b>Contextual Experiences:</b></p> <ul style="list-style-type: none"> <li>• To progress in this career, I needed to move to a city with a critical mass of gaming companies</li> </ul>	<p>I knew I had to move, but I am only three hours away from my hometown by plane. Balancing my career and life is a challenge and there is no “right” answer when it comes to moving for work. You need to make the decision that feels right for you.</p>
<p><b>Relationships:</b></p> <ul style="list-style-type: none"> <li>• Cold-called a founder of start-up in my first year of university. This cold call led to my internship and ten years later the founder remains a friend and mentor.</li> </ul>	<p>All relationships require risk taking. The biggest challenge was that first phone call I made. I realized that if I didn’t make the call, someone else would. I took a leap and never regretted it.</p>

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<sup>i</sup> Range from <https://ca.indeed.com/salaries/Writer-Salaries?period=yearly> and [Neuvoo](#)