Lucy Saskia

Narrative Writer & Designer

https://lucysaskia.com/

https://www.linkedin.com/in/lucysaskia/

https://lucysaskia.artstation.com/

ABOUT ME

I write dialogue and item descriptions that aim to evoke powerful emotions in players. In addition, I can apply my skillset to world and character building, quests, and creating storyboards and cutscenes. Diversity and inclusivity are extremely important to me, I am constantly expanding my knowledge in order to accurately represent different groups of people across my work.

SKILLS

World-Building & Lore

Dialogue Writing & Design

Story and gameplay flow

Character Creation

Quest Design

Level Design

Teamwork & Communication

Excellent Time Management & Organisational skills

Attention to Detail

Creative Thinking

Software
Unreal Engine, Ink, Twine, Microsoft, Adobe

EDUCATION

BA Games Art and Design
Norwich University of the Arts   Sep 2019 – Jul 2022

Grade: **First**

BTEC Level 3 Extended Diploma in Art and Design
North Hertfordshire College   Sep 2017 – Jul 2019

Grade: **Distinction**

Student Representative
Norwich University of the Arts   Sep 2019 – Jul 2021

EXPERIENCE

Design Bootcamp – Solo Project
Hosted and run by Infinity27
31st July to 25th of August 2023

- Created a side quest with dialogue options and a playable greybox level to match the brief received
- Presented and pitched finalised designs to the bootcamp hosts and other participants

Snappy Gurus Game Jam – Group Project
Team Leader and Narrative Writer
Theme: "The Mask We Wear"
11th to the 18th of May 2023

- Created a pitch document to keep track of all the elements
- Communicated with the team through messages and regular discord calls
- Wrote dialogue choices for 4 characters in Ink format

Manifest – Solo Project
Theme: "Sci-fi Shoot-em up"
Ongoing

- Expanded upon the world and characters through researching narrative and gameplay elements, understanding how the characters interact with each other and understanding all of their fears, hopes, desires and backstory
- Drew storyboards for cut scenes and missions to visually represent the ideas

Oddbug Studio – Group project
Producer and Contents information
Work experience - NDA
February 2022 to March 2022 & July 2022 to August 2022

- Collected the team's artwork to put into a concept document and used communicational skills to present the ideas across to the studio
- Made sure everyone was staying on track by organising team meetings
- Wrote character descriptions to be used by the studio, was given creative control