

# Erik Jarory de Jesus – Narrative Designer

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## Games

## Skills

- ❖ **Star Wars: Jedi Survivor**
- ❖ **Marvel Strike Force**
- ❖ **Madden 20**
- ❖ **Scamp High Hat Havoc**
- ❖ **Unannounced (Housemarque)**

Unity \* C# \* Unreal \* Blueprints \* C++ \*  
Frostbite \* Python \* JavaScript \* Perforce \*  
Git \* Jira \* Narrative Design \* Creative  
Writing \* Story Structure

## Experience

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### **Technical Narrative Designer, Housemarque, January 2023 – Present**

- Implement VO systems and oversee cinematic sequences
- Organize cross team collaboration for various features
- Create blueprint and C++ scripts to empower team members designs
- Collaborate with writing to establish gameplay features with narrative implications

### **Narrative Designer, Respawn, November 2021 – January 2023**

- Discern narrative needs such as dialogue requirements and pacing in writing
- Implement narrative sequences and systems in unreal via blueprints
- Write systemic barks and character lines

### **Technical Designer, Scopely, June 2020 – July 2021**

- Create Unity tools in C# to expedite the design pipeline by reducing set up time for characters
- Design and balance dozen of character ability kits
- Integrate character abilities in Unity including scripts, cameras, and animations

### **Technical Designer, Electronic Arts, Dec 2018 – June 2019**

- Created workflow tools and automation scripts to read JSON and generate scenes within Frostbite
- Assembled 8 “Face of the Franchise” cinematic scenes using Frostbite’s visual scripting language
- Edited or authored over 2 dozen scenarios of branching dialogue and player goals
- Contracted for Madden 20

### **Lead Narrative Designer, Big Hat Games, Dec 2017 – Aug 2018**

- Used C++ and Blueprints to implement core teleportation mechanic
- Implemented the dialogue system in Blueprints and C++
- Designed in game puzzles and challenges
- Authored hundreds of lines of game dialogue

*Additional Unity and Unreal projects available on my website*

## Education

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2018 | **M.S. Game Development**

*Florida Interactive Entertainment Academy at the University of Central Florida*

2014 | **B.A. Anthropology, Creative Writing minor**

*University of South Florida*