



WILL RIDENOUR

WRITER


PROFILE SUMMARY


Writer and producer who has worked in the gaming industry for 4+ years. I have been involved in everything from 10-person indie arcade games displayed at PAX's Indie Showcase to AAA open-world crime games. Check out samples of my work here: <https://www.dangerwillridenour.com/>

SKILLS

Twine, Final Draft
Microsoft Word, Excel, OneNote
Unity, Unreal
Hansoft, JIRA, Trello
Confluence, Perforce

CONTACT

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WORK EXPERIENCE

DEEP SILVER VOLITION

Production Assistant | Jun 2021 - Jul 2022

- At various times, worked closely with the UI, audio, writing, VFX, and accessibility teams to meet critical project deadlines.
- Took on additional duties to assist in underserved areas, including tracking hours, assigning tasks, and interfacing with third-party vendors.
- Worked closely with external studios to support our localization pipeline, from submission to translation to bugfixing.

QA Tester | Jan 2019 - Jun 2021

- Was a tester on *Saint's Row* (2022).
- Was responsible for bug tracking and regression, wrote multiple training documents and test plans, and served as the QA contact for multiple teams.

GAMES FOR ENTERTAINMENT AND LEARNING LAB

Designer | May 2017 - Sep 2018

- Prototyped, implemented and tested levels and systems for three games (the arcade game *Plunder Panic* and the mobile games *Dream Racer* and *Tahir's Playbook*).
- Was also responsible for QA testing and bugfixing, as well as miscellaneous duties including creating and implementing animation systems.

SIDE PROJECT EXPERIENCE

- Wrote and published tabletop RPG adventures on DM's Guild, where they have been downloaded 500+ times.
- Was writer and producer for *7 Didn't 8 9*, a narrative-driven murder mystery game, as part of a three day game jam with other professional game developers. Writing done includes an intro, three endings, and branching conversations for seven characters.
- Created *A Tower, a Princess, and a Dragon*, a fairytale-inspired interactive fiction with eight possible endings (14k words).

EDUCATION

MICHIGAN STATE UNIVERSITY

B.S. in Media and Information, 2018

- Minor in Game Design
- Attended from Aug 2014 to Jul 2018