

# ali westwood

(they/them)

I'm a narrative designer and writer with a mix of professional, academic and hobbyist experience across multiple disciplines. I favour diverse teams, rich narrative textures, and effective pipelines. I strive to maintain a broad, adaptable toolkit, and always try to push for a player-centred style of narrative design. I'm drawn to interactive media for their power to empower, challenge and excite.

## portfolio

mirdalan.com

## key skills

Narrative Design  
Project Management  
Creative Writing  
Game Design  
Editing  
Graphic Design  
Photography  
Art Coordination  
Archiving

## competencies

Google Docs Suite  
Adobe Creative Suite  
Microsoft Office  
Twine  
Ink  
MediaWiki  
HTML/CSS  
Celtx  
Unity  
Jira  
GameMaker Studio  
Maya

## contact

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## employment

### Microfun (2021—present)

**Narrative Designer.** As a remote worker for the company's Beijing office, I work on *Gossip Harbor*, a mystery story-driven puzzle game with over half a million daily active users. I helped develop the initial concept/storyline, built the narrative pipeline and continue to plan new 'seasons', design new characters, and write documentation. I'm also responsible for writing character dialogue, event & UI text, and act as the editor (and occasional mentor) for the game's main writer, with whom I share a closely collaborative relationship.

### Lizard Elixir (2021—2022)

**Narrative Designer/writer.** I founded a small indie collective to develop a project for the GMTK game jam; during development, I acted as the lead writer and narrative designer.

### Blueline Learning (2020—2021)

**Scripting Lead/Production Coordinator.** For this educational video production company, I led, mentored and edited scripts for a ten-person team of writers and researchers. I built and documented our production pipeline, and also developed a detailed script style guide.

### Aphelops Ltd. (2020)

**Narrative designer.** Together with a small international team, I helped develop the broad narrative and storyworld, as well as individual quests and lore pieces for a viking RPG.

### Escape Rooms Stourbridge (2019—2020)

**'Games Master'/site administrator, shift supervisor.** As a senior staff member, I helped develop new game-rooms and was responsible for day-to-day operations.

## education

### Bangor University (2014—2019)

**MRes: Professional Writing.** Self-directed research project into ludonarrative immersion, memory, and how game systems affect the emotional impact of narrative on the player.

**BA: Creative Studies.** Focus on creative writing, film production and game design modules. Special interest areas: interactive fiction, queer game studies, genre fiction, transmedia and archival adventure narratives.

### King Edward VI College (2012—2014)

**A Levels.** A grades in English Language & Literature, Film Studies and Communications & Culture. B grade in Graphic Design.

## interests

I'm something of a tinkerer. In my spare time, I'm usually working on some kind of personal project – usually writing, but I'm also interested in graphic design, photography and filmmaking. I'm active in a handful of online communities – TTRPG troupes, writing groups, etc, and often find myself in admin/leadership roles. I've been lucky enough to travel widely, and value having an international circle of creative friends I can collaborate with. I also find time to fundraise and volunteer for charities including Teenage Cancer Trust and Chernobyl Children's Lifeline.