

Havilah McGinnis

WRITER/NARRATIVE DESIGNER

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SOFTWARE

Google Suite, Microsoft Word, Excel, Twine, Ink, Yarn Spinner, Final Draft, RPG Maker, Git, Trello, Slack, Discord, Codecks, HTML, CSS, beginning Unity, beginning Photoshop

SELECT WORK EXPERIENCE

Contract Narrative Designer | remote | Dec 2021 - Feb 2022

Pigeon Simulator | 10 person team | early access Q4 2022
created the worldbuilding, narrative mechanics, and core loop for this open world proc gen comedy game

Contract Writer | Queens, NY | Dec 2018 - Apr 2019

SuperMash | 15 person team | PC, PS4, Xbox, Switch
contributed dialogue in spreadsheets for localization and prototyped proc gen intros for this comedy game about combining classic game genres to create new experiences

Theater Director | NYC, NY | 2009 - 2020

21 plays | 7 solo shows | 6 readings | 2 youth programs
managed teams and budgets to create award winning performances for audiences of 50 - 500, specializing in new works, magical moments, and solving impossible problems

HIGHLIGHTED PROJECTS

Writer, Narrative & Systems Designer

Journey to Ultimate Fightdown! | 2 person team | Ink, Unity
2-3 hour dark comedy puzzle game, with multiple endings
Audience Awards: Best Characters; Best Ink; Most Endings
- *Spring Thing 2021*

Writer, Narrative & Systems Designer

Lost in Translation | 2 person team | Ink, Unity
5 minute long comedic text based puzzle game, where players must attempt to fake their way through a negotiation
Winner: Best in Show

- *Global Game Jam 2020 Microsoft/Playcrafting NYC site*

Writer, Narrative & Audio Designer

Please Leave By 9 | 3 person team | Unity
5 minute long comedic puzzle game about getting party guests to leave without spoiling the nice time they had
Winner: Best Unity Game

- *Global Game Jam 2019 Microsoft/Playcrafting NYC site*

EDUCATION

B.A., Dramatic Arts; with honors | 2008

dual emphases: directing, playwriting
University of California, Santa Barbara

Game Portfolio + Writing Interactive Dialogue | 2016

w/ Sande Chen & Francisco Gonzalez
Playcrafting NYC

Telltale Creative Workshop | 2017

w/ Leah Hoyer & Ryan Kaufman
in association with GDC

Early career writer/narrative designer backed by a decade in theater; proud purveyor of dialogue, documentation, and delight.

STORYTELLING

- ★ took existing elements of the sandbox comedy game *Pigeon Simulator*, and crafted **lore, worldbuilding, core loops, character bios, story outlines, and proc gen quest design**, while **maintaining and updating documentation** to be utilized by the core game team, and sister studios working in the same IP
- ★ **wrote and edited 120,000 words** in three months for *Journey to Ultimate Fightdown!*, including **dialogue, barks, item descriptions, prose**, UI text, and Youtube-esque video intros
- ★ researched classic game genres for *SuperMash*, and contributed dialogue for the Action Adventure and JRPG genres **matching tone and playing on beloved genre tropes**, while keeping an eye out for classic localization pitfalls
- ★ worked with actors, designers, choreographers, stage managers, and producers to create a cohesive narrative experience that illuminated the playwright's script

IMPLEMENTATION

- ★ **prototyped procedurally generated intros** for *SuperMash* in the style of Stealth, Brawler, and JRPG genres, and **presented multiple system design options** to owners
- ★ worked with an engineer and artist on *Please Leave By 9* to design a puzzle game with **visual, audio, and dialogue clues**, ensuring narrative and creative cohesion between different departments
- ★ **scripted and designed multiple endings** for *Journey to Ultimate Fightdown!* in Ink, using conditional logic to track character/item combos and character choices
- ★ **wrote and designed tutorial and branching narrative paths** for *Lost in Translation*, including parallel win/lose conditions
- ★ used Git to maintain separate branches for *Journey to Ultimate Fightdown!*, without ever causing a single merge error
- ★ utilized Codecks and Google Docs to **remotely brainstorm and receive notes** on worldbuilding for *Pigeon Simulator*

COMMUNICATION & COLLABORATION

- ★ collaborated with playwrights and actors during readings and workshops to develop their pieces into award winning work
- ★ conducted playtests, and used tester feedback to triage bugs, balance variables, and create a scalable hint system
- ★ experience working with diverse co-workers and clientele
- ★ prepared presentations to update non-narrative teams about developments in the story, and facilitate talkbacks and brainstorming to ensure a confident, united vision