



ALICE MAY KENT

NARRATIVE DESIGNER AND GAMES WRITER

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About Me

A passionate Narrative Designer and Games Writer with an exceptional understanding of **storytelling**, **character development**, and **player experience**. I excel at **creating worlds**, giving a space for characters to grow and players to get lost in. Known for my excellent **communication skills** and **approachable** nature, I thrive in **fast-paced**, **collaborative** environments, **inspiring** my team to excel.

Skills

- Highly literate in a range of IT systems
- Strong organisational and multi-tasking abilities
- Clear and effective communicator across all levels
- Adept at data tracking, reporting, and documentation
- Very adaptable and a fast learner in system-based environments

Tools & Software

Unity, Unreal Engine, Sourcetree, GitHub, Microsoft Office, Azure DevOps, Miro, Twine, Ink, Canva, Confluence, Jira, Google Workspace.

Professional Experience

Sumo Digital | Narrative Designer & Games Writer

August 2025 - Present (contract)

- **Storywriting:** Crafted high-level narrative flow for an unannounced project, incorporating gameplay and cinematic opportunities.
- **Dialogue Scripting:** Wrote engaging dialogue, such as scripts, barks, and quest dialogue.
- **Documentation:** Written and presented clear documentation used by various teams within the project.
- **Evaluation:** Analysed in-game stories, evaluating their effectiveness and flagging any risks they may pose alongside potential solutions.
- **Research:** Explored social, historical, and cultural information to ensure themes and plot points are correct and faithful.
- **Collaboration:** Confidently contributed to writer room discussion – testing ideas, solving narrative problems, and presenting narrative content, all with the game's narrative pillars and goals at the forefront.

Gamecrafters' Collective: Director, Narrative Designer & Games Writer

February 2025 - Present (part-time)

- **Worldbuilding:** Created extensive worldbuilding documentation for *Reclaim the Wastes* and coached team members on how to incorporate worldbuilding elements and lore into the gameplay designs.
- **Character Design:** Crafted original and dynamic characters for an unannounced project while directing the art team's visual representation of characters.
- **Gameplay Design:** Iterated upon gameplay design options, game mechanics, and their narrative reasoning.
- **Marketing:** Drafted, proofread, and edited marketing copy, of my own and of my colleagues, for clarity and precision.
- **Playtesting:** Attended regular playtests, evaluating projects and seeking solutions.
- **Technical Writing:** Created rulebooks, game design documents, and other documentation for players and the studio.
- **Educational Design:** Advised on learning best practices for Gamecrafters' Academy and designed its curriculum and lessons.
- **Policy Writing:** Created documentation that outlines a code of conduct for learners and safeguarding policies and procedures for mentors to follow while engaging with Academy learners.
- **Mentoring:** Supported and guided a team of game developers to create and ship a game as a part of the Gamecrafter's Academy Incubator.
- **Leadership:** Upheld the studio's ethos and goals, making strategic decisions to aid the studio's success.

Fish in a Bottle | Scriptwriter

March 2023 - Present (freelance)

- **Scriptwriting:** Crafted interactive narratives for *eQuoo* and *Revive Atlantis*, both educational games where players learn about mental health and cybersecurity.
- **Character Design:** Created meaningful and authentic characters.
- **Narrative Consultation:** Led the narrative development process from concept to execution, offering strategic guidance on storytelling methods and integrating gameplay with the narrative.
- **Editing and Collaboration:** Closely collaborated with the client to enhance script quality through meticulous editing, ensuring alignment with project goals and creative vision.
- **Design:** Partnered with game designers to consider the best gameplay experience and how the narrative can promote this.

Sumo Digital | Narrative Designer

October 2023 - July 2024

- **Narrative Outlining:** Developed a comprehensive, modular narrative plan for *Stampede: Racing Royale* that could be used and adapted during the game's first year.
- **Documentation and Procedures:** Generated narrative pipelines and documentation that were presented to the studio to ensure creative alignment.
- **Worldbuilding:** Created an expansive world for the game with compelling characters and themes that resonate with target audiences and drive the game's narrative.

- **In-Game Text:** Created the majority of in-game text, from cosmetic item descriptions, hint-system text, in-game messaging, and splash screens, all fitting the game's fun and quirky persona.
- **IP Contextualisation:** Created trailer storyboards to contextualise collaborations with external partners to maintain consistency and enrich the game universe.
- **Localization Ownership:** Oversaw the entire localization process, including requesting and organizing localization, responding to queries, exporting requests, and merging translations using in-house tools and game engine.
- **Time-Limited Events:** Worked closely with the Product team to design and promote TLEs.
- **Environmental Storytelling:** Collaborated with the Art team, guiding environmental design as a storytelling tool.
- **Scriptwriting:** Authored cinematic scripts to enhance the game's narrative and serve as marketing tools to promote new content.
- **Voiceover Direction:** Directed voiceover sessions, ensuring voice performances matched the narrative tone and character development.

Kington High School | Teacher of English & Assistant Head of English Department

September 2017 - August 2023

- **Curriculum Delivery:** Designed and delivered English Literature and English Language to KS3, 4, and 5 pupils in a high-pressure, fast-paced, and dynamic environment, ensuring comprehensive coverage of the curriculum and academic achievement for all.
- **Narrative Theory:** Researched, taught, and implemented a vast array of narrative theory, inspiring an appreciation of storytelling in pupils.
- **Creativity:** Modelled creative writing processes and guided students in crafting their own narratives, building their skills in both written and verbal storytelling.
- **Content Creation:** Developed dynamic content across various media, enhancing learning experiences and student creativity.
- **Editing:** Proofread and edited a vast array of writing for different purposes to ensure grammatical accuracy, tone, and vocabulary.
- **Data Analysis:** Analysed data to understand trends and identify areas of improvement.
- **Wellbeing Support:** Advocated for student and staff wellbeing, creating and leading programs like the Staff Listener initiative to support mental health within the school community.
- **Leadership:** Mentored colleagues as a Teaching and Learning Coach and co-led the English Department, sharing best practices to elevate the quality of teaching within the school.

Education

Secondary English PGCE, QTS – University of Brighton (2016–2017)

English Literature BA (Hons), 2:1 – University of Brighton (2013–2017)