



ALICE MAY KENT

NARRATIVE DESIGNER AND GAMES WRITER

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About Me

A passionate Narrative Designer and Games Writer with a deep understanding of **storytelling**, **character development** and **player experience**. With a background in both **interactive** and **traditional narrative** forms, I blend creativity and strategic thinking to elevate **player experience** and **gameplay**. Known for my excellent **communication skills** and **approachable** nature, I thrive in **collaborative** environments, **inspiring** my team to excel.

Core Skills

- **Genre Expertise:** Fantasy, Gothic, Dystopia, Historical, Supernatural, Fairy Tale
- **Narrative Craft:** Dialogue Writing, Characterisation, Storyboarding, Worldbuilding, Lore Creation, Narrative Theory, Branching & Linear Story Design, Scriptwriting, Historical and Cultural Research, Environmental Storytelling, IP Integration, FTUE Sequences, Bark Lines, Item Naming & Descriptions, Narrative Pacing & Structure, Trailer Scripting, Flavour Text, Proofreading, Documentation.
- **Tools & Software:** Unity, Sourcetree, Microsoft Office, Azure DevOps, Miro, Twine, Canva, Confluence, Google Workspace.

Professional Experience

Gamecrafters' Collective

February 2025 - Present (part-time)

- Created extensive **worldbuilding documentation** and coached team members on how to incorporate worldbuilding elements and lore into the **gameplay designs**.
- Crafted original and dynamic **characters** while directing the art team's visual representation of characters.
- Advised the studio on **pedagogical** best practices for their upcoming online learning platform.

Fish in a Bottle | Scriptwriter

March 2023 - Present (freelance)

- Crafted **dialogue** heavy **interactive narratives** for *eQuoo*, a game designed to educate players on psychological techniques for mental health empowerment.
- Led the narrative development process from **concept to execution**, offering strategic guidance on **storytelling methods** and **integrating gameplay** with the narrative.

- Closely **collaborated** with the **client** to enhance script quality through meticulous **editing**, ensuring alignment with project goals and creative vision.
- 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

- Developed a **comprehensive narrative** for Stampede: Racing Royale that could be used and adapted during the game's first year.
- Generated **narrative pipelines and documentation** that were presented to the studio to ensure creative alignment.
- Created an expansive world for the game with compelling **characters** and **themes** that resonate with **target audiences** and drive the game's narrative.
- Created **trailer storyboards** to contextualise **collaborations with external partners** to maintain consistency and enrich the game universe.
- 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**.
- Authored **cinematic scripts** to enhance the game's narrative and serve as **marketing tools** to promote new content.
- Directed **voiceover** sessions, ensuring voice performances matched the narrative tone and character development.

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

September 2017 - August 2023

- Taught **English Literature and English Language** to KS3, 4 and 5 pupils, ensuring comprehensive coverage of the curriculum and academic achievement for all.
- Researched, taught and implemented a vast array of **narrative theory**, inspiring an appreciation of storytelling in pupils.
- Developed dynamic **content** across **various media**, enhancing learning experiences and student creativity.
- Modeled **creative writing processes** and guided students in crafting their own narratives, building their skills in both written and verbal storytelling.
- Advocated for student and staff **wellbeing, creating and leading** programs like the Staff Listener initiative to support mental health within the school community.
- **Mentored** colleagues as a Teaching and Learning Coach by supporting my peers and **sharing best practices** to elevate the quality of teaching within the school.

Education

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

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