

Kat Underhill

Wordsmith and Game Storyteller

(509) 520.1632 | keunderhillwrites@gmail.com | <https://www.keunderhillwrites.com/>

Experience:

Event Horizon: Dark Envoy

Jan. 2022 – June 2022

Two siblings team up to save a world of magic and technology from a rising evil.

Junior Narrative Designer

- Developed story beats and character arcs for an existing IP.
- Received and implemented feedback from Production and Creative Director.

Skills:

- Character Development
- Collaboration
- Communication
- Development Documents
- Dialogue
- Lore Docs
- Narrative Design
- Script Writing
- Systemic Dialogue
- Technical Writing
- World Building

Technical Skills:

- Blender
- Maya
- Python
- RPG Maker
- Twine
- Unity
- Unreal 4
- Unreal Core

Education:

University of Silicon Valley

Bachelor of Game Design Art

April 2021

Concentration: Game Storytelling

Projects:

Astor's Oath

December 2019 – April 2021

Markus Astor embarks on an epic quest of revenge against those who wronged him.

Creator, Lead Narrative Designer, Producer

- Created the story concept, narrative beats, world lore, and characters.
- Developed lore documents, systemic dialogue template sheets, and character documents.
- Wrote scripted cutscenes and systemic dialogue.
- Collaborated with junior writers to create further documentation, lore items, and systemic dialogue.
- Worked with voice actors to record systemic dialogue and cutscenes.
- Directed a development team of 6 to complete three playable levels.

The Lodge

September 2020 – December 2020

Owen must discover the truth, survive, and escape from a secluded lodge of nightmares. Available on Steam

Lead Writer

- Collaborated with a three-person writing team to develop the lore, setting, story, and game development documents.
- Communicated narrative beats to the rest of the development team via email and video meetings.
- Worked with the design and art teams to implement environmental story elements and audio cues.
- Wrote systemic dialogue and a loose golden path script.
- Created lore documents.

Harmageddon

May 2020 – August 2020

Sabotage your way to victory: A post-apocalyptic multiplayer, combat racing game.

Lead Writer

- Developed the world lore, concept, and character back stories.
- Compiled a booklet of character art and lore, in-game stills, and world building entries.

Personal Projects:

2HourTales

- A collection of short and serial stories; updated semi-regularly.
- <https://2houרתales.com/archive/>