Sunny Berry

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Game Writer & Narrative Designer

Passionate team player with over three years of experience in writing and editing seeking a game writing or narrative design position. Focused on professional development, consistently upskilling to ensure an exceptional understanding of advanced story development and narrative design trends.

SKILLS

Google Docs, Google Sheets, Twine, YarnSpinner, Ink, Miro, Unity, MS Word, WriterDuet, Fountain, VSCode, GitHub, Tiled, Game Writing, Dialogue, Scriptwriting, Narrative Design, Storytelling, Adobe Acrobat, BaseCamp, ClickUp, Trello, Content Writing, Social Media Content Creation, Slack, Short Form Content, Word Processing

WORK EXPERIENCE

Datadyne • Remote (Freelance)

Game Writer & Narrative Designer

- Managed narrative pipeline via ClickUp, providing clear milestones, actionable deliverables, comprehensive documentation and organisation of online materials.
- Designed minor quest concepts to minimise cutscenes and deliver compelling stories that resonate with our audience.
- Participated in team brainstorming sessions, collaborating with other departments to utilise preexisting content and assets to minimise time costs.
- Created experimental templates in Google Sheets and Miro for both creative and practical development of character tone and item describers.
- Completed comprehensive map reviews in Miro utilising location templates, NPC planning documentation and narrative pacing tools such as the Forest Paths Method.

Self-Employed • Remote (Freelance)

Content and SEO Writing Specialist

- Provided SEO and topic research for clients in the dental industry, identifying opportunities via WMS and SEO research.
- Modified topic research in response to feedback, ensuring successful alternatives in the event the client wanted to focus on a different topic.

Flying Pigs • Melbourne, Victoria, Australia

Content and SEO Writing Specialist • Full-time

- Developed promotional calendars for retail clients through independent research.
- Fostered a collaborative environment, working with and independently managing a team of four external writers.
- Leveraged market research and Google Analytics data to develop 6-month content strategies that enabled clients to surpass competitor articles.

Aug 2023 - Present

Dec 2020 - Present

Jun 2021 - Apr 2023

Content Writer • Part-time

• Independently managed and planned content for up to 20 clients, providing 6-month scheduling for web content with rigorous SEO research.

EDUCATION

Advanced Storytelling with Kim MacAskill Into Games

A 3-week narrative sprint led by Kim MacAskill focused on developing skills in world-building, character development, dialogue systems and more.

Certificate in Introduction to Game Making Code Coven

The Introduction to Game Making course introduces students to game design and development using the Unity engine.

Certificate in Game Writing Masterclass I

The Narrative Department

Completed a 6-week short course led by Susan O'Connor, learning narrative design and game writing strategies, story structure in games, development pipelines, script writing, character development and Twine.

Certificate in Professional Communication Economist Education

Completed a 6-week short course through GetSmarter designed to help attract and address broad audiences across various writing formats.

Advanced Diploma in Game Art and Animation Academy of Interactive Entertainment (AIE) RTO 88021

A two-year vocational pathway focused on developing strong creative and technical skills. Skills gained during this course include animation, modelling and visual design. Worked on a series of game projects with Designers and Programmers.

AWARDS & SCHOLARSHIPS

Unity Student Showcase Award: Featured Project 2023	Nov 2023
Scream Jam 2023: 2nd in Story	Oct 2023
Full Scholarship: Introduction to Game Making Code Coven	Aug 2023

Apr 2024 - Present

Aug 2023 - Oct 2023

Apr 2023 - Jun 2023

Dec 2022 - Feb 2023

Jan 2015 - Dec 2016