KENNETH PROBECK

NARRATIVE DESIGNER & GAMES WRITER

Published writer and early career narrative designer with 6 years of experience design work and 26 years of making others smile. Equipped with the skills to collaborate interdepartmentally and create memorable and comedic video games. Highly driven to learn and contribute in writing fantastical worldbuilding, whimsical stories and zany characters as a crafter of laughter.

CONTACT

kennethprobeck@gmail.com
1-516-713-2208
www.kennethprobeck.com
www.linkedin.com/in/
kenneth-probeck/

PROJECTS

The Lord of the Rings: Return to Moria **| 4-Person Writing Team | 6 Months | 2022**
High Fantasy base-building game set in the Fourth Age.

Ballad of the Bean Boy **| Solo Two Weeks | Twine | 2022**
Comedy, High Fantasy-based branching narrative game.

Olive's Expedition **| Solo Three Weeks | Twine | 2021**
Slice-of-life, contemporary branching narrative game.

The Original Mobile Games
25-Person Team
6 Months | Unity | 2018
Game developer for a collection of Physics-based Mobile minigames on Google Play, App Store and Nintendo Switch eShop.

SKILLS

Engines
Ink, UE4, UE5, Unity, Twine

Languages
Blueprint, C#, CSS, Harlowe, HTML, Javascript

Tools
Lucidchart, Adobe Photoshop & Illustrator, Asana, Aseprite, Google Suite, Jira, Microsoft Office, Trello

STORYTELLING

- Developed **characters and narrative beats via barks, detailed character bios,** and **game scripts** focusing on dialogue- and prose-driven writing
- **Wrote and implemented narrative elements** in the form of **barks, quips,** and **character dialogue** for both **player characters** and **enemies** for the game *The Lord of the Rings: Return to Moria.*
- Researched for and assisted in **development** for a *One Piece*-themed **tabletop role-playing game** - character arcs, world building, power scaling, and continuity
- Crafted **environmental stories** for 24+ month long bi-weekly *Dungeons and Dragons* campaigns including lore-rich, historical tapestries and abandoned journal logs, incorporating player-generated backstories and characters bios into a main quest narrative
- **Researched** ancient cultures and mythologies, along with content within existing IPs to support understandable, cohesive world building

IMPLEMENTATION

- Adapted 19th and 20th century dexterity games for mobile devices, working alongside *Second Avenue Learning*. Examples include ball and maze style games and other **puzzle-based games**.
- **Integrated gameplay and responsive feedback** through C# scripting in **Unity**
- Constructed and maintained individual and group project completion milestones using **JIRA**
- Worked within **Agile/Scrum** environments following tight deadlines
- Won award for Outstanding UI design for *HexColored*

COMMUNICATION & COLLABORATION

- **Collaborated** alongside studio heads to prioritize newsworthy productions, along with boosting team morale, encouraging self-expression and showcasing creativity in the form of quarterly newsletters
- Maintained healthy channels of **communication** with producers, editors, developers and other writers to continue creative and narrative vision
- **Guided** newly-onboarded writers to follow best practices for research, user journey crafting, collaboration, and communication within the studio

EXPERIENCE

Conversation Designer | LivePerson | 2021 - Present
Curating branching, dynamic conversation flows with personalized voices for dozens of clientele. Working remotely. Tight turnarounds, with a 100% deadline compliance rate.

Game Writer (Contract Role) | Free Range Games | 2022
Researched and adapted classic works of J.R.R Tolkein into writing for the video game *The Lord of the Rings: Return to Moria*. Crafted over 1,000 barks, quips and dialogue pieces for player characters and enemies.

User Experience (UX) Designer | Infosys Limited | 2018 - 2021
Communicated the narrative and mission of Fortune 500 clientele to their customers, while designing personas and the customer journeys for said clientele's experience.

B.S. in Game Design and Development | Rochester Institute of Technology | 2018
Creative Writing Minor