

# Moss Dooley

Storyteller & Designer

Inspired by her life overseas, a hardworking creative pursuing her passion for video games.

(916) 280-7649 | moss.c.dooley@gmail.com | Los Angeles, CA | mossdooley.com | linkedin.com/in/moss-dooley

## EDUCATION

**MFA in Interactive Media & Games** | *University of Southern California* | 08/2022 - Planned 05/2025

**BA in Film and Digital Arts** | *Dartmouth College* | 09/2016 - 06/2020

## RELEVANT EXPERIENCE

**Narrative Intern** | *TiMi Studio Group under Tencent* | 06/2023 - 12/2023

- Collaborated with an international team of 20 people across multiple departments to develop an unannounced AAA game, ensuring smooth coordination and integration.
- Created concept write-ups and wrote VO with strong character voice, brevity, clarity, and style, contributing to the game's narrative depth.
- Created an internal gameplay prototype in Twine, effectively communicating the core tone and flow of narrative features to the team.

**Playstation Career Pathways Scholar** | *Sony Playstation* | 08/2023 - Present

- Attended a summit at Sony HQ, engaging with other scholars and career-building workshops for games.
- Participated in a story workshop with industry professionals to brainstorm a game narrative based on proposed gameplay and constraints.

**Design & Research Assistant** | *Tiltfactor at Dartmouth* | 01/2018 - 09/2019

- Conducted 3 game research studies, each with over 100 participants, emphasizing understanding players.
- Designed a prototype mystery, text-based typing game geared towards accessibility for a specific audience.
- Wrote narrative for and built a VR game demo that blended challenging puzzles with narrative depth.

## GAME PROJECTS

**The Glitch Witch** | *Lead Narrative Designer* | *UE5* | 05/2024

*A 2.5D narrative, puzzle game set in a tech-dead future.*

- Designed plot, quests, characters, and world deeply interwoven with mechanics for seamless gameplay.
- Collaborated with a 30+ person team, communicating decisively to combine two distinct genres.
- Remained flexible within a rapid production schedule and needed cuts to the narrative.

**Cloud Watching** | *Game Designer, Engineer, Writer* | *Unity* | 12/2023

*A casual 3D isometric adventure game set in the clouds.*

- Designed gameplay, plot, character, and levels to inspire whimsy and nostalgia in the player.
- Scripted a 3D isometric, grid-based character controller – creating unique player exploration.
- Wrote and implemented all VO to capture a deeply emotional and immersive experience.

**Roots** | *Game Designer, Producer, Writer* | *UE5* | 11/2022

*A single-player, 3D narrative adventure game exploring fear and doubts.*

- Lead the team production schedule to ideate, prototype, playtest, and complete a game.
- Designed gameplay, character, plot, and setting that melded character motives with mechanics and antagonistic pressures.