

# Jada Thomas

Narrative Designer & Game Writer

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## EDUCATION

**University of Memphis**, December 2022

Memphis, TN

Bachelor of Arts in Philosophy

Minor in Japanese

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## RELEVANT EXPERIENCE

**Xbox Game Camp Atlanta**, June 2022–August 2022

Xbox Game Studios

- Designed the gameplay, wrote the script, and implemented the dialogue system via Yarn Spinner for *Parallel*, a narrative adventure game in Unity

**Game Writing Masterclass**, April 2022–June 2022

The Narrative Department

- Wrote screenplays for games and designed *Scapegoat*, a Twine game

**Intro to Game Making**, February 2021–April 2021

Code Coven

- Wrote the script, implemented the dialogue system via Fungus, wrote C# scripts, and created scenes in Unity for *One Shot*, a dating sim/puzzle game
- Wrote C# scripts and created scenes in Unity for *Imagotchi*, a pet-raising sim game

**Submission Reader**, September 2021–Present

The Magazine of Fantasy and Science Fiction

- Reads submissions, writes summaries, and recommends stories for magazine editor to review and publish

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## TECHNICAL SKILLS

**Languages:** C#, Javascript, Java, ABAP

**Frameworks:** Unity, SAP

**Tools:** Fungus, Yarn Spinner, Twine, Inky,

Word, Excel, PowerPoint, Power BI

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## WORK EXPERIENCE

**Junior Narrative Designer**, October 2023–Present

Demon Jam Games, Austin, TX

- Fleshes out the narrative for an unreleased indie title
- Designs characters, creates dialogue profiles and story arcs

**Game Designer (Contract)**, April 2023–June 2024

Carnegie Hall, New York, NY

- Created a pitch deck for a browser-based music education adventure game
- Contributed to the narrative and designed the core gameplay loop

**Teaching Assistant**, June 2018–December 2022

CodeCrew, Memphis, TN

- Assisted instructor in teaching students how to make games in Unity, Construct 3, MIT App Inventor, and Scratch
- Lead free public game coding workshops for families

**IT Innovation Intern**, May 2021–August 2021

International Paper, Memphis, TN

- Organized and facilitated a hackathon for twenty-nine interns
- Organized Microsoft Bot Framework chatbot training workshops for interns
- Created documentation and a learning path for the Chatbot Virtual Lab

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## SPEAKING ENGAGEMENTS

**Game Developers Conference (GDC)**, March 2022

Independent Games Summit, San Francisco, CA

“What [Blank] Taught Me About Games.” Presented on how empathy informs narrative design and game writing

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## PROFESSIONAL DEVELOPMENT

**IGDA Scholars** recipient, International Game

Developers Association Foundation (IGDA-F), 2022