

KELSEY / RELLA PHAM

Game Writer & Narrative Designer

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ACHIEVEMENTS & AWARDS

- ❖ 2024 GDC Narrative Review Competition Gold Winner
- ❖ 2025 GDC Narrative Review Competition Gold Winner
- ❖ 2024 & 2025 Presidential Honor Roll
- ❖ USV's Class of 2025 Valedictorian

SKILLSET

Narrative/Writing: Game Writing | Narrative Design | Interactive Design | Level Design | Character Design | Dialogue | Barks | Scriptwriting | In-Game Cutscenes | Lore | Worldbuilding | Prose | Proofreading & Editing | Literary Analysis

Digital Art: Character Art | Illustration | Graphic Design Layouts & Assets

Project Management: AGILE | Communication | Organization | Time Management | Adaptability | Project Scoping & Planning

APPLICATIONS PROFICIENCY

Narrative/Writing: Google Suites | WriterSolo | Twine | Excel & Spreadsheets | GitHub

Art/Graphic Design: Easy Paint Tool Sai 1.0 | Clip Studio Paint | Photoshop | Canva

Project Management: Jira | Trello | Miro | Notion

EDUCATION

Bachelor's in Game Design with a Game Writing Focus | Fall 2022 - Fall 2024

GAME PROJECT EXPERIENCE

Project Bookcraft: Spring 2025 - Present

Project Manager · Level 3 Creative Director · Design Lead · Game Writer

- ❖ Enhanced team efficiency by developing the **production's schedule + documentation structure** and leading meetings + presentations
- ❖ Enriched the game's narrative by **blocking out + directing all story content for *The Little Sea Maid*** and providing detailed feedback to the work of other narrative designers + writers as a consultant
- ❖ Created various **design documentation** for narrative, characters, puzzles, UI/UX design, and cross-department communication
- ❖ Wrote **dialogue + scripts for the game's narrative** with spreadsheets and mentored juniors on how to best utilize the program

Love on Company Time: Spring 2025 - Present

Narrative Designer · Game Writer · QA Tester

- ❖ Wrote the initial **draft of the story's prologue (over 1000+ lines)** and developed the characters and base narrative design documentation within **a 2-week time frame**, which were then polished with a quick turnaround
- ❖ Improved the player's overall gameplay experience by **extensively playtesting** the game for quality assurance

Return of the Tomb Raider: Summer 2024 - Fall 2024

Project Manager · Narrative Design Lead · Game Writer · Level Designer

- ❖ Facilitated **cross-department communication** by producing **documentation** for back-end project management + presentations
- ❖ Designed, created, pitched, directed, and wrote **narrative documents + scripts** for the game that successfully satisfied the clients' expectations
- ❖ Developed the paper map, documentation, and implementation direction for the Marie Laveau's Tomb section of Level 1

OTHER RELEVANT EXPERIENCE

- ❖ **If I Were (Hypothetical Vietnamese Fantasy Cyberpunk RPG):** Narrative Designer, Game Writer
- ❖ **SMOG (Top-Down Horror Pixel Game):** Project Manager, Game Writer
- ❖ **Echoes of Anya (3D Puzzle Horror Game):** Project Management Assistant, Game Writer, Documentation Writer, QA Tester
- ❖ **The Dandelion's Wish (Interactive Twine Game):** Narrative Designer, Game Writer
- ❖ **A Tale of Good - Mission 7 (RPGMaker MV Game):** Narrative Designer, Level Designer, Game Writer
- ❖ **Gilded Bonds (Genshin Impact Fan Zine Project):** Project Management Assistant, Graphic Design Lead
- ❖ **Freelance:** Digital Artist for Private Commissions