

# Jonathan Vogt

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## SKILLS

- Adobe Creative Suite, Unity, Unreal
- Engine, Google Suite, Microsoft
- Office Suite, JIRA, & articy:draft 3
- Agile & Scrum work methodologies.

## EDUCATION

### Champlain College

B.S. in **Professional Writing**

Minor in **Game Writing**

Burlington, VT

Graduating May 2019

- 3.65 GPA, Dean's List Honor Roll
- Relevant coursework includes:  
**Intermediate Fiction, Advanced Screenwriting, Technical Writing, & Introduction to Game Design**

## PROJECTS

### Stray: The Wayward Path

- 3rd-Person Action-Adventure, developed on a team of 15.
- Authored the world the game resides in.
- Responsible for dialogue implementation and narrative QA.
- Designed story-based encounters.

### Our Eden

- Historical-Mystery Visual Novel, developed by 2.
- Directing the creative vision, outlining the narrative, and writing 20,000+ words of dialogue.
- Compiling historical research to maintain authenticity in the game's setting.

### Beyond Skyrim: Iliac Bay

- Mod project for the *Elder Scrolls V: Skyrim*.
- Designing and writing quests trees, dialogue trees, and lore content, and writing flavor text for 100 subjects.
- Researching a variety of subjects for narrative context and authenticity.

## EXPERIENCE

**Justice Pork Games, Burlington, VT** Dec 2018 - May 2019

### Narrative Designer

- Worked on Stray: The Wayward Path.
- Oversaw narrative QA with +20 testers.
- Collaborated with other designers to integrate narrative and gameplay.
- Provided direction for artists and sound designers congruent with narrative.
- Worked in a Scrum methodology with weekly sprints.
- Directed, filmed, and edited team reel shown at the Game Studio Senior
- Show at Champlain College.

**Mega Cat Studios, Pittsburgh, PA** May 2018 - Aug 2018

### Writing & Narrative Design Intern

- Authored two monthly articles on various facets of retro gaming.
- Designed quests for a shooter/platformer currently in development
- Worked alongside other designers, facilitating and brainstorming character ideas, quest concepts, and lore content.

**Champlain College, Montreal, QC**

### Game Industry Coordinator

Aug 2018 - Dec 2018

- Organized visits with gaming industry professionals around Montreal on behalf of Champlain College.
- Redesigned a new webpage, wrote all web copy devoted to Champlain's Game Studio on its Montreal campus.
- Represented Champlain at conferences and conventions around Montreal.

**Champlain College, Burlington, VT**

### Resident Assistant, Student Life

May 2016 - Dec 2018

- Cultivated a safe, supportive, and lively environment for 90+ residents.
- Utilized critical thinking and conflict resolution skills in aiding residents to navigate problems pertaining to college life, personal life, and social life.
- Attended week-long training sessions triannually around:
  - College policy
  - Interacting with residents
  - Facilitating events
  - Confronting dangerous situations
  - Preventing burn-out
  - Celebrating diversity