Ransom Linder
Quest Designer

CONTACT

LinkedIn
ransom-linder
Portfolio
ransomlinder.com

SKILLS

Quest Design
Narrative Writing
Level Design
3D Modeling
Technical Writing
Concept Art

SOFTWARE

Unreal Engine 4 and 5
Inky
G Suite
Photoshop
Maya
Perforce

LANGUAGES

Coding
- Blueprints
- C++
- Python
- Ink

Natural
- English
- Japanese

EDUCATION

The Narrative Department
Game Writing Masterclass
2024

Texas A&M University
BS Visualization, Minor in
Game Design
 2023

PROJECTS

One Friend Online | Team of 3 | April 2023 - October 2023
Showcased at Games Y'all Oct 23, Vizagogo 2022
- Worked with co-writer to weave story and gameplay in a 3D adventure game with co-designer, wrote the script of levels 1, 2, and 4.
- Blocked out and set dressed levels 2 and 4 in UE5, collaborating with co-designer and artist for environmental storytelling.
- Iterated on design, adding landmarks and props based on playtesting sessions to ensure players interpreted the story as intended.

Emergent Narrative Prototype | Solo | January 2023 - May 2023
- Coded an abstract procedural narrative generator, based on three act structure via Blueprints.
- Developed system that detects the player's goal, then tells AI assets to conflict with that goal, in increasing difficulty.

Sun, Moon, and Harmony | Team of 2 | June 2022 - July
Showcased at Vizagogo 2023
- Planned and blocked out 4 short 3D levels—modeling, lighting, and texturing characters and props to suit tone and pacing.
- Implemented non-verbal narrative quest, using environmental storytelling to tell a short story.
- Designed magic combo mechanics, implemented their puzzles, and placed enemies to correspond with beats and the player's experience.

Don't Get Ghosted | Team of 5 | May 2021 - August 2021
Showcased at Games Y'all Jan 24
- Created level layout and white boxed level, wrote dialogue options and weighted responses for ghosted lose-condition.
- Implemented multitasking system where the player switches between sneaking away from their boss and texting their girlfriend.
- Recruited playtesters and filtered their feedback for balancing both lose condition's difficulty.

EXPERIENCE

Data Imagery Editor 2D Environments | July 2024 - Present
- Skillfully analyze and remedy deficiencies by marking 3D generated data.
- Communicate effectively in a team based environment.
- Use comparative analysis to establish conformity throughout projects.
- QA tasks to ensure the project standard is upheld.