

Quain Holtey

(385) 867-3829 | steven.holtey@gmail.com | <https://www.quainholtey.com>

PROFESSIONAL SUMMARY

Script Writing | Interactive Fiction | Narrative Design

Award-Winning Narrative Designer with a player-first approach to writing compelling stories, and production and writing experience in both AAA and Indie environments, including on live-service titles, from concept to release.

AREAS OF EXPERTISE

- Problem Solving
- Game Writing
- Cutscene Creation
- Team Communication
- Character Development
- Implementation
- Emergent Narrative
- Interactive Dialogue
- Visual Scripting

PROFESSIONAL EXPERIENCE

[Epic Games](#), Remote/Hybrid

February 2023 – August 2024

Game Writer

- Write **quest text, NPC dialogue, character scripts, and more** across multiple games
- Adhere to strict and varied brand and publishing guidelines for both internal and external IP holders
- **Develop characters, plot, and storytelling methods** for seasonal, live-service storytelling
- Craft emergent narrative experiences week over week, season over season.

Development Coordinator

- **Work closely with production** in a live-service environment to deliver regular quest content
- Facilitate meetings across teams and studios to regularly review, playtest, and improve quest content
- Organize and maintain scoped work for the quest design team in an agile environment

[Cellec/Black Banshee Studios](#), Remote/Hybrid

April 2022 – February 2023

Narrative Designer

- Write **Award-Winning narrative** for interactive fiction and visual novel games
- Develop narrative experiences from the ground up for multiple titles, from inception to release.
- Lead a narrative team of 4-9 designers across multiple simultaneous projects
- Craft **player-centric stories** with deep connections, themes, subplots, and motivations
- Create and maintain technical documentation on workflows, processes, and designs

Producer

- Lead an Award-Winning, 20+ person team in creating expansive narrative experiences
- Maintain, assign, and upkeep taskwork in an **agile development** environment
- Work within shifting resource limitations to create elegant solutions to emergent challenges.
- Collaborate to develop processes that reduced rework and increased time delivery

[Reim Entertainment](#), Remote

Aug 2019 – April 2022

Narrative Designer

- Write, direct, and implement **in-engine cutscenes** inside the Unity Engine
- Write and implement for all tiers of **interactive narrative**, including critical path and supporting content
- Design and document narrative systems, characters and plot from concept to implementation

EDUCATION

Game Writing Masterclass 1 | The Narrative Department

Spring 2024

Master of Science in Game Design | Full Sail University

Graduated 2022

Bachelor of Fine Arts in Creative Writing | Full Sail University

Graduated 2021