

Gaige Broughton

Writer, Narrative Designer

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Portfolio: <https://gaigebroughton.wixsite.com/gmanmt540>

Released Projects

We're All Going to Die! - Steam (video game)

Lead Producer, Lead Narrative | Black Banshee Studio | Feb. 2021

Writing for Social Media posts, How to Play Guide, GDD Documentation, Testing

Your Human is Sick - Steam (video game)

Lead Narrative | CelleC Games Studio | May 2020

Steam store description, Managed dialogue writing, Worked with the product owner and other leads

Industry Experience

Lead Narrative, Lead Producer

Jan. 2020 - Sept. 2020 | CelleC Games & Black Banshee Studios | Winter Park, FL.

- GDD & Studio Documentation, Team & Project Management, Working Remote, Dialogue & Character Development, Concepting & expansion on established IP

Skills

Creative Writing
Ink

Unity
Twine

Google Suite
Concepting

Unreal
C Sharp

Education

MS Game Design

Sept. 2019 - Sept. 2020 | Full Sail University | Winter Park, FL

BFA Creative Writing for Entertainment

Sept. 2017 - June 2019 | Full Sail University | Winter Park, FL

Digital Design

August 2015 - May 2017 | Delaware Area Career Center | Delaware, OH