

ALEXANDRA M. LUCAS

Game Writer & Narrative Designer

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ACHIEVEMENTS

- **Chapter Contributor:**
 - *Love & Electronic Affection: A Design Primer* (CRC Press) | **2020**
 - *Encyclopedia of Sexism in American Films* (Rowman & Littlefield Publishers) | **2019**
 - *Pop Culture Matters* (Cambridge Scholars Publishing) | **2019**
 - *Digital Love: Romance & Sexuality in Games* (Taylor & Francis) | **2017**
- **Short Story Publications:**
 - "Manna is Where You Make It" (*Whatcom Writes: Discovery*) | **2020**
 - "The Other Side" (*HamLit Winter Issue: No Man's Land*) | **January 2020**
 - "Tannenbaum" (*Fairhaven Winterfest Tales of the Season*) | **2019**
- **Mentee:**
 - ArenaNet Narrative Mentorship Program | **2018**
 - Diversity in Games Alliance, Amplifying New Voices GDC Bootcamp | **2017**
- **Speaker: East Coast Games Conference**
 - *We Have The Technology* | **2020**
 - *Representation, Rewards, & Playersexuality* | **2020**
- **Speaker: Game Developers Conference**
 - *Have Laptop, Will Telecommute* | **2019**
 - *Building Inclusive Studio Culture* | **2019**
 - *Beyond Blue-Skinned Space Babes* | **2018**
 - *Q&A for New Writers* | **2018**
 - *Advocacy Microtalk* | **2018**
 - *Get Noticed & Get Hired* | **2017**
 - *IGDA Serious Games Roundtable* | **2016 – 2018**
- **Speaker: PAX Dev**
 - *Represent & Retain* | **2019**
 - *How Disney Emoji Blitz Helped Me Combat Anxiety* | **2018**
 - *The Triple Goddess in Mass Effect* | **2017**
 - *Oh, the Humanities!* | **2016**
- **Speaker: GeekGirlCon**
 - *Bringing Sexuality & Gender Identity from SF Literature to Game Dev* | **2017**
 - *Networking Event Coordinator* | **2017 – present**
- **Platinum Winner:** GDC Game Narrative Review Competition | **2015 & 2016**

ORGANIZATIONS

- IGDA Serious Games SIG Co-Chair
- Friends of Wellesley College Athletics
- GDC Conference Associate 2015, 2016

GAME & TECH DEVELOPEMENT

INDEPENDENT

Game Writer & Narrative Designer • [Sept 2018 – present]

- Develop characters, narratives, worlds, and other IP for books, TV, games, and other media for various clients
- Current project: fantasy YA book series

IMMERSED GAMES

Game Writer (contract) • [Sept 2016 – Jan 2019]

- Wrote interactive dialogue in Inkewriter, designed quests with proprietary tools, and created NPCs for *Tyto Online*
- Wrote linear dialogue & storyboarded cinematics (2 min)
- Documented metrics to ensure inclusive representation

MICROSOFT CORTANA CCC TEAM/MAQ CONSULTING

Content Writer (contract) • [Nov 2016 – Sept 2018]

- Wrote & edited Cortana responses according to brand voice & personality
- Analyzed user queries & Cortana responses to maintain digital assistant's professionalism and optimize intelligent & delightful engagement
- Devised methodology for evaluating Cortana response relevance & appropriateness

LIVE STORIES

Writer & Narrative Designer (contract) • [Feb 2018 – July 2018]

- Designed narrative, created characters, & wrote dialogue for mobile interactive novels
- Shipped May 2018: *Remember Me* (Chapter 1); *Sunflower* (Chapter 1) written

PLARIUM GLOBAL

Writer & Localization Specialist (contract) • [Jan 2016 – June 2016]

- Designed character-driven quest campaigns for 10+ mobile & browser RTS games
- Wrote creative copy & in-game text for western, English-speaking audience

EDUCATION

DIGIPEN INSTITUTE OF TECHNOLOGY

Coursework towards B.A., Game Design • [2012–2016]

- Team games at PAX West: *Relic*, *Miraculous*, *Lightmare*

WELLESLEY COLLEGE

B.A., French & English, creative writing • [2005–2009]

BRITISH AMERICAN DRAMA ACADEMY

Shakespeare Writing Program in London • [Fall 2007]