

# EVAN SKOLNICK

Versatile and collaborative game writer and narrative designer

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## CAREER HIGHLIGHTS

- **Lead Narrative Designer** – *Star Wars 1313* (Xbox One, PS4; cancelled) Winner of Gamespot “Best of E3 2012” Award
- **Lead Writer** – *Marvel: Ultimate Alliance 2* (Xbox 360, PS3) Nominated for “Outstanding Achievement in Story Adaptation” D.I.C.E. Award
- **Contract Writer** – *Cuphead*, *Star Wars Battlefront*, *Dying Light*, *Mafia III* (BAFTA nominated for narrative), *Concrete Genie*
- **Book Author** – Writer of *Video Game Storytelling: What Every Developer Needs to Know About Narrative Techniques* (Penguin Random House, 2014)
- **Marvel Comics Writer / Editor** – Editor and/or writer on titles such as *Spider-Man*, *Iron Man*, *The Incredible Hulk*, *Doctor Strange*, *Venom*, *New Warriors*, *Nova*, *Ghost Rider 2099*

## RELEVANT EXPERIENCE

Various Clients	Writer, Narrative Designer, Consultant	1/11 – 6/11; 7/13 – Present
Onsite and Remote	Highlights: <ul style="list-style-type: none"><li>• <b>Sony / Pixelopus</b> – Writer / narrative designer on <i>Concrete Genie</i></li><li>• <b>Studio MDHR</b> – Writer on <i>Cuphead</i></li><li>• <b>2K / Hangar 13</b> – Dialogue writer on <i>Mafia III</i></li><li>• <b>EA / DICE</b> – Dialogue writer on <i>Star Wars Battlefront</i></li><li>• <b>Techland</b> – Dialogue writer on <i>Dying Light</i></li><li>• <b>Disney</b> – Franchise Lead Writer, Playmation Star Wars</li></ul> <p>Complete list available at <a href="http://evanskolnick.com/games">evanskolnick.com/games</a></p>	
Telltale Games	Senior Writer	9/16 – 7/17
San Rafael, CA	<ul style="list-style-type: none"><li>• Collaborated on season and episode planning for industry-leading narrative-driven games</li><li>• Ran and participated in writer's rooms</li><li>• Contributing writer on:<ul style="list-style-type: none"><li>• <i>The Walking Dead: A New Frontier</i></li><li>• <i>Guardians of the Galaxy: The Telltale Series</i></li><li>• <i>Batman: The Enemy Within</i></li></ul></li></ul>	
LucasArts	Lead Narrative Designer	7/11 – 6/13
San Francisco, CA	Lead Narrative Designer on <i>Star Wars 1313</i> (cancelled) <ul style="list-style-type: none"><li>• Collaborated on complete story rewrite<ul style="list-style-type: none"><li>• Contributed critical plot points, including main story “McGuffin”</li></ul></li><li>• Main character concepting, development and casting</li><li>• Narrative systems planning and documentation</li><li>• Internal story presentations to development team and Lucasfilm executives</li><li>• Narrative team recruiting and scheduling</li><li>• Prototyping and E3 Demo narrative support<ul style="list-style-type: none"><li>• Concepting, scriptwriting, narrative execution quality control</li></ul></li><li>• Winner/nominee for over 30 “Best of E3 2012” awards</li></ul>	

<b>Vicarious Visions</b>	<b>Producer, Designer, Writer</b>	<b>10/02 – 1/11</b>
Albany, NY	<ul style="list-style-type: none"> <li>Lead Writer on <i>Marvel: Ultimate Alliance 2</i> (Xbox 360, PS3) <ul style="list-style-type: none"> <li>Nominated for “Outstanding Achievement in Story Adaptation” by the Academy of Interactive Arts and Sciences (now D.I.C.E. Awards)</li> </ul> </li> <li>Creative leader on multiple titles including: <ul style="list-style-type: none"> <li><i>Over the Hedge</i> (DS) – Creative vision holder, co-writer and producer - IGN “Best Games of the Year” 2006 list</li> <li><i>Spy Muppets</i> (GBA, PC) – Lead designer, writer and producer</li> </ul> </li> </ul>	
<b>Hyperspace Cowgirls</b>	<b>Senior Producer, Designer, Writer</b>	<b>8/01 – 6/02</b>
New York, NY	<ul style="list-style-type: none"> <li>Oversaw all development of Hyperspace Cowgirls video games, websites, CD-ROMs</li> </ul>	
<b>Acclaim Entertainment</b>	<b>Editor in Chief / Creative Director</b>	<b>10/97 – 12/98</b>
New York, NY and Glen Cove, NY	<ul style="list-style-type: none"> <li>Oversaw Acclaim Publishing editorial department — comic books and video game strategy guides</li> </ul>	
<b>Self-Employed</b>	<b>Comic Book Writer</b>	<b>1/95 – 10/96</b>
New York, NY	<ul style="list-style-type: none"> <li>Wrote original stories for Marvel Comics, Archie Comics and Byron Preiss Multimedia, featuring properties such as Spider-Man, Iron Man, The Incredible Hulk and many others</li> <li>Collectively, over 1.5 million copies in print</li> </ul>	
<b>Marvel Comics</b>	<b>Assistant Editor / Associate Editor</b>	<b>5/89 – 1/95</b>
New York, NY	<ul style="list-style-type: none"> <li>Edited ongoing comic book publications such as <i>Doctor Strange</i>, <i>Midnight Sons Unlimited</i>, <i>Ghost Rider 2099</i>, and <i>The Original Ghost Rider</i></li> <li>Initiated use of new, higher quality and more efficient computer coloring system, which soon became the standard for all Marvel titles</li> </ul>	

## KNOWLEDGE SHARING

- Professor of Practice, Game Writing** — Curriculum development and teaching at Rensselaer Polytechnic Institute, University of Silicon Valley (2015 – present)
- Conference Speaker/Presenter** — GDC (20+ appearances), China GDC, East Coast Game Conference, Pocket Gamer Connects, IGDA Summit
- Narrative-Focused Team Training** — Firesprite, Nexon America, NetEase Games, LucasArts, Kabam, Vicarious Visions

## SKILLS

Game Writing • Narrative Design • Editing • VO Directing • Pitching/Presenting • Documentation • Mentorship

## TOOLS

Microsoft Office • Google Docs/Sheets • Twine • RPG Maker • Miro • Photoshop • Experience with proprietary tools

## EDUCATION

- B.A. English / Journalism / Graphic Design — University of Connecticut

## PORTFOLIO AND TESTIMONIALS

- Available at [www.evanskolnick.com](http://www.evanskolnick.com)