

Evan Skolnick

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Professor, author, and international speaker; video game writer, narrative designer, and producer

RELEVANT HIGHLIGHTS

- **Professor of Practice and Curriculum Developer** – University of Silicon Valley, Game Design & Development program
- **Professor of Practice** – Rensselaer Polytechnic Institute, Games and Simulation Arts and Sciences program
- **Book Author** – Writer of *Video Game Storytelling: What Every Developer Needs to Know About Narrative Techniques*
- **Industry Expert / Educator** – Speaker at numerous conferences on the subject of writing for video games; record-holder for number of hours spent individually presenting content at the Game Developers Conference (GDC) over its 30-year history
- **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” by the Academy of Interactive Arts and Sciences
- **Producer** – *Guitar Hero III* (Wii) Best-selling third-party title on Wii of its time
- **Script Doctor** – *Spider-Man 2* (PSP), *Kung Fu Panda* (DS), *James Bond 007: Quantum of Solace* (DS), *Transformers: Autobots* (DS), *Transformers: Decepticons* (DS)
- **Co-Writer and Producer** – *Over the Hedge* (DS) Winner of IGN “Best Games of 2006” Award
- **Writer / Editor** – Marvel Comics, working on titles such as *Spider-Man*, *Iron Man*, *The Incredible Hulk*, *New Warriors*, *Doctor Strange*, *Nova*, *Ghost Rider 2099*

EDUCATION

- ▶ **B.A. English / Journalism / Graphic Design** – University of Connecticut, 1988

TEACHING / TRAINING EXPERIENCE

- ▶ **University of Silicon Valley**
San Jose, CA

- **Professor of Practice and Curriculum Developer**
August 2017 – present
 - Full-time faculty member, teaching a combination of undergraduate Game (GAM) and Humanities (ENG, HUM) courses
 - Developed curriculum and all syllabi for new Game Writing concentration, and teach all of its core courses
 - Participant in student recruiting efforts and community outreach events
 - Former President, Faculty Senate
 - Chair, Curriculum Committee
 - Member: SAP Committee
 - Mentor: Faculty Mentoring Program
- **Adjunct Professor**
August 2016 – August 2017
 - Adjunct faculty member, teaching online sections of HUM227 Video Games & Society

► Rensselaer Polytechnic Institute

Troy, NY

• Professor of Practice

September 2015 – May 2016

- Served as full-time faculty member in the Communications and Media Department
- Oversaw and implemented revamping of entire Writing for Games concentration curriculum and course syllabi
- Advised and mentored undergraduate students
- Co-Principal Investigator: New York State Digital Gaming Hub Grant (Tech Valley Hub)
- Co-Principal Investigator: Mount Sinai Translational Medicine Game Grant ProjectJ
- Judge: McKinney short story fiction-writing contest (graduate student division)

► Netease Games

Guangzhou, China

• Consultant/Trainer

November 2023

- Provided narrative training (via Zoom) to over 300 development staff across Netease game studios
- 2-hour keynote presentation

► Nexon America

Los Angeles, CA

• Consultant/Trainer

June 2023

- Provided narrative training (via Zoom) to all translation editors at Nexon America
- 10 hours presented over a 4-week period

► Firesprite Games

Liverpool, UK

• Consultant/Trainer

February – May 2021

- Provided narrative training (via Zoom) to large segment of development staff at Firesprite Games
- 26 hours presented over a 13-week period

PUBLICATIONS – PRINT – NONFICTION / ACADEMIC**▶ *Video Game Storytelling: What Every Developer Needs to Know About Narrative Techniques*****• Author**

Watson-Guptill (Penguin Random House imprint), 2014

- Incorporated into game design curricula at University of California Irvine, Rensselaer Polytechnic Institute, University of Connecticut, Webster University, George Mason University, Cogswell College, Indiana State University, the University of Utah, and others
- Listed in Concept Art Empire's Top 20 Game Design Books
 - (<https://conceptartempire.com/best-game-design-books/>)
- Listed in Book Riot's Top 100 Must-Read Books on Writing
 - (<https://bookriot.com/2017/07/28/best-books-on-writing/>)

▶ *Professional Techniques for Video Game Writing***• Co-Author**

AK Peters Ltd., 2008

▶ *Writing for Video Game Genres: From FPS to RPG***• Co-Author**

AK Peters Ltd., 2009

PUBLICATIONS – PRINT – FICTION**▶ *Comic Books / Graphic Novels*****• Writer and/or Editor**

Marvel Comics, Acclaim/Valiant Comics, Archie Comics
1988 – 2000

- Contributor to over 150 comic book and graphic novel titles, with over 2 million copies in print
- Complete list available at www.evanskolnick.com/comics

▶ *Fictional Anthologies***• Co-Author**

Ultimate X-Men

Byron Preiss Multimedia, 1996

PUBLICATIONS – DIGITAL – GAMES**▶ *Video Games*****• Writer, Narrative Designer, Producer, Designer**

Multiple developers and publishers
2001 – Present

- Developer on over 50 published video game titles
- BAFTA Nominee (*Mafia III*, Best Narrative)
- DICE Award Nominee (*Marvel: Ultimate Alliance 2*, Outstanding Achievement in Story Adaptation)
- Complete game list available at www.evanskolnick.com/games

PRESENTATIONS

- ▶ **“Storytelling Fundamentals Workshop”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2025
- ▶ **“Storytelling Fundamentals Workshop”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2024
- ▶ **“Storytelling Fundamentals Workshop”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2023
- ▶ **“Storytelling Fundamentals Workshop”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2022
- ▶ **“Storytelling Fundamentals Workshop”**
 - **Individual Presenter (Online)**
Game Developers Conference, San Francisco, March 2021
- ▶ **“Storytelling Fundamentals in a Day”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2019
- ▶ **“Storytelling Fundamentals in a Day”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2018
- ▶ **“Storytelling Fundamentals in a Day”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2017
- ▶ **“Storytelling Fundamentals in a Day”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2016
- ▶ **“The Role of the Narrative Designer”**
 - **Individual Presenter**
Massachusetts College of Liberal Arts, North Adams, November 2015
- ▶ **“The Role of the Narrative Designer”**
 - **Individual Presenter**
Rensselaer Polytechnic Institute, Troy, NY, August 2015
- ▶ **“Storytelling: Your Game’s Secret Weapon”**
 - **Individual Presenter**
Pocket Gamer Connects, July 2015
- ▶ **“Storytelling Fundamentals in a Day”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2015

- ▶ **“The Role of the Narrative Designer”**
 - **Individual Presenter**
University of Connecticut, Storrs, September 2014
- ▶ **“Storytelling Fundamentals in a Day”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2014
- ▶ **“The Role of the Narrative Designer”**
 - **Individual Presenter**
IGDA Summit, San Francisco, August 2013
- ▶ **“Game Writing Fundamentals in a Day”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2013
- ▶ **“Learn Better Game Writing in a Day”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2012
- ▶ **“Best Practices for Dialogue Writing”**
 - **Individual Presenter**
Game Developers Conference, Austin, October 2011
- ▶ **“Learn Better Game Writing in a Day”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2011
- ▶ **“Essentials of Western-Style Storytelling in Games”**
 - **Individual Presenter**
China Game Developers Conference, Shanghai, August 2010
- ▶ **“Learn Better Game Writing in a Day”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2010
- ▶ **“The Super Heroes’ Journey: Storytelling in *Marvel: Ultimate Alliance 2*”**
 - **Co-Presenter**
Game Developers Conference, Austin, September 2009
- ▶ **“Learn Better Game Writing in a Day”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2009
- ▶ **“Pocket Fiction: Writing for Handheld Games”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2009
- ▶ **“Learn Better Game Writing in a Day”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2008
- ▶ **“Everything I Needed to Know About Game Writing I Learned from Star Trek”**
 - **Individual Presenter**
Game Developers Conference, Austin, September 2007

- ▶ **“And Make It Snappier! Learn Better Game Writing in a Day”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2007

- ▶ **“And Make It Snappy! Crafting Concise, Effective Dialogue for Your Game”**
 - **Individual Presenter**
Game Developers Conference, San Francisco, March 2006

INDUSTRY EXPERIENCE

Self-Employed	Writer, Narrative Designer, Consultant	1/11 – 6/11, 7/13 – Present
Various Locations ▶ <i>Variety of writing and consulting work for game developers</i>	<ul style="list-style-type: none"> • Good Shepherd/Artificer — Lead Writer on <i>Showgunners</i> (2023) • Sony/Pixelopus – Lead Writer on <i>Concrete Genie</i> (2019) • Studio MDHR – Writer on <i>Cuphead</i> (2017) • Fifth Journey – Lead Writer on multiple unannounced mobile titles (2016) • Nordeus Games – Story / world development on an unannounced project (2016) • JoyCity – Writing on <i>3on3 Freestyle</i> and <i>Gunship Battle 2 VR</i> (2016) • Re-Logic – Story / world development on <i>Terraria: Otherworld</i> (2015) • 2K / Hangar 13 – Dialogue writing on <i>Mafia III</i> (2015) • Ubisoft – Story / world development on an unannounced project (2015) • Zombot Studio – Writing and narrative design on <i>ExoGears</i> (2014) • EA / DICE – Dialogue writing on <i>Star Wars Battlefront</i> (2014 - 2015) • TinyCo – Writing and narrative design on unannounced project (2014) • Techland – Dialogue writing on <i>Dying Light</i> (2013) • Disney – Franchise Lead Writer, Playmation Star Wars (2013) • Pocket Gems – Writing and narrative design on Episode platform prototype (2013) • Kabam – Writing and narrative design on <i>The Hunger Games: Panem Rising</i>; <i>Lord of the Rings: Legends of Middle Earth</i>; <i>The Godfather: Five Families</i> and <i>Glory of Rome</i> (2011, 2014 - 2015) • Gazillion – Narrative design consulting for <i>Marvel Heroes</i> MMO (2011) • 2K Marin – Dialogue writing for <i>The Bureau: XCOM Declassified</i> (2011) 	
LucasArts	Lead Narrative Designer	7/11 – 6/13
San Francisco, CA ▶ <i>Video game division of Lucasfilm Ltd.</i>	<ul style="list-style-type: none"> • Lead Narrative Designer on <i>Star Wars 1313</i> (cancelled) • Collaborated on complete story rewrite • Contributed majority of critical plot points, including main story “McGuffin” • Main character concepting, development and casting • Narrative systems planning and documentation • Internal story presentations to development team and Lucasfilm executives • Narrative team recruiting and scheduling • Prototyping and E3 Demo narrative support • Concepting, scriptwriting, narrative execution quality control • Winner/nominee for over 30 “Best of E3 2012” awards 	

Vicarious Visions	Producer, Designer, Writer	10/02 – 1/11
<p>Albany, NY</p> <p>► <i>Prominent video game development studio; division of top publisher Activision Blizzard</i></p>	<ul style="list-style-type: none"> • Lead Writer on <i>Marvel: Ultimate Alliance 2</i> (Xbox 360, PS3) • Nominated for “Outstanding Achievement in Story Adaptation” by the Academy of Interactive Arts and Sciences (now D.I.C.E. Awards) • Creative leader on multiple titles including: <ul style="list-style-type: none"> • <i>Over the Hedge</i> (DS) – Creative vision holder, co-writer and producer - IGN “Best Games of the Year” 2006 list • <i>Spy Muppets</i> – Lead designer, writer and producer (GBA, PC) • <i>Spirit: Stallion of the Cimarron</i> – Lead designer and writer (GBA) • Editorial Director, providing narrative direction and script doctoring on titles such as: <ul style="list-style-type: none"> • <i>Spider-Man 2</i> (PSP) • <i>Transformers: Autobots and Decepticons</i> (DS) • <i>Batman Begins</i> (GBA) • Producer of numerous high-profile handheld and console game titles including: <ul style="list-style-type: none"> • <i>Marvel: Ultimate Alliance</i> (Wii, PSP) – Nintendo Wii launch title • <i>Guitar Hero III</i> (Wii) – Best-selling third-party Wii title of its time 	
Hyperspace Cowgirls	Senior Producer, Designer, Writer	8/01 – 6/02
<p>New York, NY</p> <p>► <i>Digital solutions provider and video game developer</i></p>	<ul style="list-style-type: none"> • Oversaw all development of Hyperspace Cowgirls games, websites, CD-ROMs • Supervised 10-person Production staff • Lead Designer and Writer — THQ’s <i>Spirit: Stallion of the Cimarron</i> (GBA) • Writer — Infogrames’ <i>Stuart Little 2</i> (PC) • Producer and Writer — THQ’s <i>Britney’s Dance Beat</i> (PC) 	
Acclaim Entertainment	Editor in Chief / Creative Director	10/97 – 12/98
<p>New York, NY and Glen Cove, NY</p> <p>► <i>Print publishing division of major video game publisher</i></p>	<ul style="list-style-type: none"> • Oversaw Acclaim Publishing editorial department which at its height consisted of seven full-time staff members and employed scores of freelance writers and artists • Assisted President and Publisher in developing publishing program 	
	Executive Editor	10/96 – 9/97
	<ul style="list-style-type: none"> • Oversaw production of four monthly Acclaim Young Readers storybooks, totalling over 240 pages of original content per month 	
Self-Employed	Freelance Writer	1/95 – 10/96
<p>New York, NY</p>	<ul style="list-style-type: none"> • 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 • Collectively, over 1.5 million copies in print 	
Marvel Comics	Associate Editor / Assistant Editor / Editorial Assistant	12/88 – 1/95
<p>New York, NY</p> <p>► <i>World famous, industry-leading publisher of comic books</i></p>	<ul style="list-style-type: none"> • Edited ongoing comic book publications such as <i>Doctor Strange</i>, <i>Midnight Sons Unlimited</i> and <i>The Original Ghost Rider</i> • Edited and oversaw successful launching of critically acclaimed <i>Ghost Rider 2009</i> series, the first mainstream comic book to have excerpts uploaded to the Internet prior to publication • Initiated use of new, higher quality and more efficient computer coloring system, which soon became the standard for all Marvel titles 	

MEMBERSHIPS / AFFILIATIONS

- ▶ **Member, Game Design Workshop** – Exclusive, invitation-only game design think tank
- ▶ **Former Advisory Board Member, Full Sail University** – Creative Writing for Entertainment BFA and MFA Program
- ▶ **Former Advisory Board Member, University of Connecticut** – School of Fine Arts, Digital Media and Design Program
- ▶ **Alumnus, Project Horseshoe** – Exclusive, invitation-only game design think tank

REFERENCES

- ▶ **Available upon request**