ALEX SHEDLOCK

ALEX.SHEDLOCK@GMAIL.COM

OBJECTIVE

I want to make immortal worlds. Characters, experiences and feelings that will be remembered for a lifetime. I want to be part of a creative legacy.

SKILLS

- highly organized professional communicator and creative who has worked with teams small and large to deliver complex projects
- years of experience as an editor and copywriter ensure my text is as accurate and effective as possible
- my literary background imbues my work with weight, meaning and a near-endless supply of inspiration and creative ideas for your project
- experienced with MS Office suite, Final Draft, Adobe Creative suites, Unreal Engine and Unity
- website development and copy: www.shedlock.xyz

EXPERIENCE

NARRATIVE LEAD, ESPIRE VR PLY LTD

March 2017 - PRESENT

- Developed <u>Espire 1: VR Operative</u> universe and concept. Created story bible, developed characters and world, wrote over 150 pages of core and supplementary script + bark material. Recruited and directed voice talent and implemented audio and subtitles into Unreal Engine 4
- Built original GDD and pitch materials, consulted on prototype and vertical slice builds, narrative scope, core mechanics and game structure (also credited as game designer).
 Assisted with project management and QA throughout process
- Secured publisher funding and milestone success with robust documentation

WRITER, NARRATIVE DESIGNER - ROBOT GENTLEMAN MAY - SEPT 2018

- Worked in Poznań throughout summer 2018 on <u>60 Parsecs!</u>, writing over 50 "choose your path" short sci-fi stories in a darkly humorous style.
- Generated two long-form core path quests that flow the player from mid-game to endgame and credits. Included branching paths, narratives and multiple interaction types
- Worked to tight deadlines, generating content within the client's software and systems,
 and to their stringent style guide

WRITER, PRODUCER - OUTER BRAIN STUDIOS OCT 2016 - DEC 2017

- Joined the <u>Organ Quarter</u> team as a writer; quickly became a high level collaborator devising universe, level locations, characters, narrative moments and gameplay moments
- Helped craft game systems, puzzles, affordance, tutorialisation, flow

- Produced title, focusing on controlling deadlines, scheduling and voice content
- Built website
- Managed social media and delivered Kickstarter campaign
- Organ Quarter won VR Italia website's "VR Game of the Year 2017" award

WRITER, EDITOR (FREELANCE) - LINCE WORKS MAY 2016 - NOV 2017

- Edited full script for <u>Aragami</u>, helped devise ending and flesh out characters. Wrote 5-10 pages of optional texts
- Worked with Lince Works to develop Aragami: Nightfall's story (3-5 hours). Devised plot, level locations, characters and narrative moments.
- Wrote script (c. 60 pages)
- Developed and edited client-drafted side texts
- Extensively tested development builds

WRITER - TEOTL STUDIOS

AUG 2015 - SEPT 2016

- Created and codified backstory of The Solus Project and, retroactively, The Ball.
- Created all of Solus's in-game dialogues, refreshed 40+ pages of in-game texts, wrote 40+ pages of new in-game texts. Devised ending
- Recruited and directed voice actors

EDITOR AND PROJECT MANAGER - PUBLISHING BUREAU JULY 2014 - OCT 2016

- Wrote over 400 articles and batches of social media content for various first and third sector organizations
- Managed entire publications from start to finish (ranging from four-page leaflets to 36page magazines)
- Helped manage the publication and production of various marketing materials

FDUCATION

University of Edinburgh – 2:1 English Language and Literature MA (Hons)

- Included 2:1 grade in a prose creative writing course
- Thesis on Cormac McCarthy's magnum opus Blood Meridian
- Took several courses on American fiction, utopian/science fiction, rhetorical linguistics and persuasive and literary language

OTHER EXPERIENCE

- Won second place in national Writers' Retreat UK short story competition
- Play keyboard, guitar and backing vocals in post-rock band Filthy Tongues

REFERENCES ON REQUEST