

# ALEX SHEDLOCK

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## 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](http://www.shedlock.xyz)

## EXPERIENCE

### **NARRATIVE LEAD, ESPIRE VR PLY LTD**

March 2017 – PRESENT

- Developed [Espire 1: VR Operative](#) 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 [60 Parsecs!](#), 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 end-game 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 [Organ Quarter](#) 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

