

Neil Schnepf

**Narrative Designer
Writer**



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neilschnepf

Skill Set

Narrative Design

Graphic Design

UI/UX Design

Narrative Writing

Technical Writing

Game Design

Web Development

Editing

Project Management

Photoshop

Illustrator

FontForge

MS Office

Education

Front-End Development

UW PCE Certificate Program |
2017 - 2018

Media Arts and Animation

BFA, The Illinois Institute of Art

Summary

Narrative Designer and Writer with experience in UI/UX design and game development. Strong track record of creative storytelling, flexible writing styles, and developing fully-realized worlds and characters.

Insightful and effective communicator with experience in copywriting, web design, and product development.

Experience

Narrative and Graphic Designer, Writer, Co-founder

[Table Flip Board Games](#) | [Seattle](#) | [June, 2014 - Present](#)

Black Hands of Hathoway (Amazon) - *Last Stand* (The Game Crafter)

- Worked with a small team of designers to develop 2 titles from ideation to publication, including paper prototyping, playtesting, and final printing
- Designed game mechanics and developed narrative backstories
- Authored and edited visual style guides and rule books
- Composed, laid out, and edited game manuals and sell sheets
- Developed visual style and maintained artistic and thematic cohesion
- Nurtured brand awareness and customer loyalty through social media and event outreach

Project Coordinator, Graphic Designer

[FedEx Office](#) | [Seattle](#) | [June, 2011 - August, 2018](#)

- Worked closely with customers to develop and guide project development
- Successfully translated project design requirements into finished products while maintaining strict adherence to style guidance and time constraints
- Painstakingly reviewed, edited, and revised customer projects for accuracy, content, and print readiness
- Authored procedure guides for internal printing and shipping projects

UI/UX Designer

[Sunbreak Games](#) | [Seattle](#) | [April, 2016 - December, 2016](#)

Care for Our World - *interactive eBook, App Store*

- Conducted initial eBook marketing and UI/UX design research and analysis
- Authored and edited project design and style guides
- Performed asset clean up and mobile platform migration of original book illustrations
- Assisted in eBook page layout and UI/UX design

Game Designer, Narrative and Technical Writer

[EverFire](#) | [Madison](#) | [December, 2011 - October, 2013](#)

- Worked with designers to identify and overcome technical and thematic issues, locate production bottlenecks, and provide verbal and written feedback to developers
- Ensured accuracy and design consistency by editing and revising project style guide and internal asset wikis
- Designed digital and print collateral, including flyers and posters
- Fostered efficient team workflow by authoring and maintaining in-studio tutorials and production pipeline guides
- Authored a cohesive, detailed narrative story bible that was the primary resource for all characters, missions, and lore for *Cyber Solstice*

Technical Artist, Graphic Designer

[Bending Light](#) | [Chicago](#) | [June, 2007 - September, 2008](#)

- Concepted, designed, and developed digital advertising comps and virtual prototypes