Lynnea Glasser

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Experienced narrative designer with expertise in team-oriented support. Researched lore, documented worldbuilding, verbal & non-verbal narratives, all with intuitive and gameplay-focused descriptions.

Core Competencies

Game Writing | Narrative Design | Concept & Research | World Building | Presenting | Public Speaking
Editing | Script Supervision | Directing | Pacing | Quest Text | Puzzle Design | Item/Ability/Tooltip Descriptions
Original IP | Licensed IP | ESRB/PEGI Compliance | Preparation for Localization | Workflow Improvement
Visio | Microsoft & Google Suite | Confluence | Jira | ClickUp | Inform | Twine | ChoiceScript | Hansoft | Perforce
MMO | Adventure Game | Choice-Based | RPG | TTRPG | Educational | Documentation | Technical Writing
Written/Verbal/Remote Communication | Cross-team Collaboration | Mentorship | Outreach | Operational Efficiency
Steam | Itch.io | Propriety Launchers | Tablet/Mobile | VR | Printed Material | Direct Download

Experience

Made Real Stories   February 2010 - Present
Narrative Designer / Lead Designer / Independent Contractor
- Inspiring years of nostalgia with beautifully meaningful stories, precisely structured pacing, flexible and fun challenges, colorfully textured characters, and naturally smooth dialogue
- Designing satisfying, cohesive, and innovative connections between gameplay, puzzles, and hints and narrative, story, and progression that naturally adjust to the player difficulty level
- Building engaging core frameworks with expansion potential using meticulously researched worldbuilding that seamlessly combines the comfortably familiar and the intriguingly unique
- Achieving consistent and reliable progress by scoping early around milestones, stretch goals, and cuttable materials while always planning for testing, polish, and deadlines
- Non-verbal narrative designs such as maps, diagrams, and UI that grab attention, highlight key takeaways, and give opportunities to learn more, all with a sense of progression
- Enriching fellow writers with helpful resources, such as the comprehensive *The ChoiceScript Interactive Tutorial,* the omni-pronoun format system, or detailed game testing feedback
- Maximizing player base with sensitivity, accessibility, and general UX approachability

Dimensional Ink / Daybreak   March 2020 - February 2024
Senior Narrative Designer for DC Universe Online
- Writing and editing iconic stories with dynamic banter, naturally-escalating stakes, highlight cinematics, and fun easter eggs that delight both casual and hardcore fans alike
- Collaboratively outlining and scoping to navigate team bandwidth, available resources, popular tie-ins, and IP owner approval for consistent and comfortable turn-around times
- Optimizing VO recording sessions with actor-friendly dialogue, simple direction notes, and extensive planning around filling capacity with flexible general use material
- Minimizing confusion and maximizing immersion using thematic and intuitive quest, item, and gameplay text with clear, consistent, and well-reinforced descriptions
- Spearheading improvement projects to Character Create, Feats, Abilities, Collections, Bases, Tooltips, and menus, boosting player understanding, engagement, and monetization incentives
- Simplifying shared tasks with robust, helpful, and well-organized internal documentation,

including character bibles, episode bibles, "pickups needed" catalog, and line count templates

BioWare   April 2012 - August 2015
Quality Assurance Analyst for Star Wars: The Old Republic
    • Improving overall testing standards, maintainability, and reproducibility by restructuring test cases from step-by-step procedures into templates referencing a centralized database
    • Earning promotion from single-planet contractor to embedded QA for every planet, class, companion, and expansion, in part by firsthand researching all SWTOR & KOTOR content
    • Working with the writing team to establish copy-editing as standard QA procedure

The Bottom Line   April 2008 - June 2009
PR & Distribution / Staff Writer
    • Designing high-impact and format-tailored advertisements to increase target readership, engagement, and contributive interest, turning the fledgling newspaper into a university staple
    • Regular columnist and investigative reporter authoring impactful, inclusive, and safety-focused articles building readership and encouraging public interaction
    • Keeping meetings brisk and focused, arranging distribution schedules and volunteer rotations

Additional: Research and Outreach
    • Texas Campaign for the Environment *Organizer*   June 2009 - February 2010
    • National Domestic Violence Helpline *Volunteer*   November 2011 - February 2012
    • UCSB Marine Research *Field Assistant*   October 2007
    • P.I.S.C.O. *Research Assistant*   March 2007 - May 2007
    • University of California, Santa Barbara *Health Author*   January 2006 – July 2008

Published Works

Where Art Thou: Puzzles, mysteries, and magic when an "artquake" hits the museum   (VR) 2024 (TBD)
Willy Afton Worrit's Chocolate Experience: Over-the-top, candy-coated mash-up   (TTRPG) 2024
Original Real Coke: Cyberpunk investigation unveils a literal corporate hell   (TTRPG) 2020
DC Universe Online: Action-packed missions with beloved comic characters   (MMORPG) 2020 - 2024
    Brainiac Returns! | Brainiac Harvester Ship (Tutorial) | Justice League Dark Cursed | [Editor] Shock to the System | The Sins of Black Adam | Homecoming (Event) | Dark Knights | Legion of Doom | World of Flashpoint | House of Legends | 10 Year Anniversary (Event) | Long Live the Legion | Wonderverse
Just Desserts: Another ~~chaotic and deadly~~ perfect day serving Friend Computer!   (Paranoia) 2019
Nightmare Snakes & Astral Ladders: Random encounters on a… not-so-random map   (D&D) 2019
Avernum: Campaign adaptation with betrayal, mystery, and unique encounters   (D&D) 2017-2021
ChoiceScript Interactive Tutorial: Authoritative, comprehensive, and intuitive guide   (Twine) 2016
Learning to Be Human: Scenario-based anti-bullying lesson for school   (ChoiceScript) 2016
The Sea Eternal: Mermaid whale shepherds face love, chaos, and destruction   (ChoiceScript) 2016
DNA Polymerase: Short and educational min-maxed game loop for Twiny Jam   (Twine) 2015
Creatures Such as We: Examining life, love, and video games on the moon   (ChoiceScript) 2014
Coloratura : The creature's communication efforts color a horrific end   (Inform | Twine) 2013
Tenth Plague: Historical fiction from a first-person perspective   (Inform) 2011
Divis Mortis: Zombie-themed survival horror in a (mostly) abandoned hospital   (Inform) 2010
Additional: *Guardian of the Gate* (2016) | *Service* (2016) | *How to Design Games for Boys* (2014)

Education
B.S. Biopsychology   University of California, Santa Barbara