

SAM RIORDAN

Writer / Editor / Narrative Designer

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[linkedin.com/in/sam-riordan](https://www.linkedin.com/in/sam-riordan)

Interdisciplinary writer and narrative designer with a passion for interactive storytelling and unique gameplay. Seeks to promote diverse characters and their emotional connection with the audience.

Collaboration

I excel in collaborative environments. I communicate well not only within my teams, but also with colleagues in other disciplines. I aim to give and receive feedback constantly, iterating rapidly.

Connection

I have a passion for creating unique and memorable characters and connecting them to the audience, even in alien settings. I take particular pride in my ability to write realistic and engaging dialogue.

EMPLOYMENT

MetaArcade

Developers of interactive fiction mobile games *Tunnels & Trolls Adventures* and *Cthulhu Chronicles*. Funded by Tencent and Greycroft. All-in-one platform for user-generated content is currently in Beta.

Lead Narrative Designer/Writer (*Cthulhu Chronicles*, *Old Roads*) Aug 2018 – Apr 2019

- Wrote tutorials for the Platform's software, teaching new users to use the Creator to write and publish their own adventures, and the Player to play published adventures.
- Tailored new and existing MetaArcade content to optimize adventure and software demos for pitch meetings with IP owners and investors.
- Created a "MetaNarrative" for the MetaArcade Platform, providing a narrative framework for how all disparate IPs on the Platform could coexist and interact.
- Edited adventures for consistency, rebalancing, and changes to content needs.
- Refactored existing content for use on new platform, and to suit new company direction.
- Recruited 7 freelance writers for *Cthulhu Chronicles*, and 10 freelancers for *Old Roads*.
- Ensured consistency by working closely with external writers and in-house narrative designers to approve pitches, revise outlines, and approve final copy after several rounds of edits.
- Continually updated in-house Style Guides for all IPs.

Lead Writer (*Cthulhu Chronicles*; *iOS and Android*) Jan 2018 – Aug 2018

- Conceived and wrote a 9-adventure campaign based on the *Call of Cthulhu* TTRPG. Adapted existing Chaosium adventure modules and connected them with original material.
- Playtested, edited, and updated all adventures, both before and after launch.

Content Specialist (*Tunnels & Trolls Adventures*; *iOS and Android*) April 2017 – Jan 2018

- Created a *Tunnels & Trolls* Style Guide, focusing on how to adapt adventures to mobile.
- Adapted classic *T&T* adventures for mobile, updating content while preserving the IP.
- Edited other content specialists' writing for grammar, flow, and realistic dialogue.

EDUCATION

Carnegie Mellon University, Class of 2016

Bachelors of Humanities and Arts;
Creative Writing and Architecture
3.0 GPA

Achievements

Henry Armero Award for Creativity

Activities

No Parking Players Improv Comedy
Scotch'n'Soda Theatre
Film Club

TECH

Proprietary MetaArcade toolset
Lua file editing
Playfab, GameAnalytics
Microsoft Office Suite
(Word, Excel, Powerpoint)
Adobe Creative Suite
(Photoshop, Illustrator, InDesign)
Atlassian Products
(Confluence, JIRA)
Grammarly