

# Ramendra Tripathi

Narrative Designer | Writer | Game Developer

## WORK EXPERIENCE

### Tentworks Interactive

Dec 2023 – Feb 2024

*Becoming Pablo - Narrative Designer*

Remote

- ❖ Designed and developed multiple engaging and immersive narratives for the game.
- ❖ Designed overarching narrative structure of the main campaign.
- ❖ Conceptualized and created organic gameplay events.
- ❖ Collaborated with the development team on game design elements, integrating narrative with gameplay mechanics.
- ❖ Created compelling characters, quest lines and wrote the screenplay and the dialogue for the main campaign.

### NEDI Games

Oct 2022 – Dec 2023

*The Guernica Engine - Narrative Designer*

Remote

- ❖ Pitched, envisioned, and developed multiple world concepts and narrative ideas for an interactive fiction game, set within a fantasy world.
- ❖ Created the main world, history, and lore for the game and developed the characters and complete outline for the story.
- ❖ Planned and developed a branching path narrative that dynamically incorporated the themes of the story.
- ❖ Created multiple prototypes using twine and articy.
- ❖ Refactored the story and adapted the prototypes for deployment on a different platform, ensuring seamless integration.

### INSANE AI

Dec. 2022 – March 2023

*Interactive Fitness Game - Narrative Designer*

Remote

- ❖ Pitched and conceptualized multiple pilot worlds and narrative ideas, exploring a variety of creative directions.
- ❖ Devised narrative methodology and logic for camera based fitness gameplay.
- ❖ Conceived and wrote narrative content for most aspects of the game.
- ❖ Conducted research on user flows and user preferences to inform design decisions.
- ❖ Developed compelling characters and Crafted dynamic themes tailored to the product and users experience.
- ❖ Authored the screenplay, and gave voice acting cues, and cinematic direction cues.
- ❖ Conducted extensive research on Hindu mythos to add depth and authenticity to world.
- ❖ Collaborated with engineering and design teams to ensure integration of story and gameplay.

### Four Moons

April 2022 – Aug 2022

*Tales of OCCI - Game Writer (Volunteer)*

Remote

- ❖ Collaborating with a team of writers, developed comprehensive histories, cultures, and religious frameworks for the primary race in the game world.
- ❖ Worked closely with other departments to brainstorm and refine world-building concepts.
- ❖ Gained experience in interdisciplinary collaboration and content development, learning the value of cross-departmental dependencies.

## CONTACT

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Portfolio: <https://ramendratripathi.github.io/>

## EDUCATION

**Vellore Institute of Technology (VIT)**

July 2015 – June 2019

B. Tech in Computer Science Engineering

Vellore, India

## DESIGN SKILLS

Creative writing & Narrative Development
Branching Path Narratives
World Building & Theme Dynamics
Dialogue Writing & Editing
Content Design and Development
Research & Investigating Topics

## TECHNICAL SKILLS

Interactive fiction tools – Twine, Articy draft, Miro, inkle
UX/UI tools – Photoshop, Figma
Programming Familiarity – Dart, Flutter, C++, Python, HTML/CSS
Engine Familiarity – Godot, Unity

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**Great Learning**

July 2020 -

June 2021

*Research Analyst (Instructional Design)*

Bengaluru, India

- ❖ Designed and delivered high-quality e-learning courses on various subjects.
- ❖ Contributed to content strategy, course development, and user experience design for GL's post-graduate programs, GL Academy, GL Job Flywheel programs, and the GL YouTube Channel by creating engaging and impactful content.
- ❖ Analyzed user feedback to enhance course content, optimizing the learning experience for greater effectiveness and engagement.
- ❖ Implemented coding solutions to streamline data collection, improving marketing feedback processes.
- ❖ Employed data analysis to identify trends and areas for improvement, using insights to guide strategic decisions that enhanced the learning experience.

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**Intellipaat**

Sep 2019 – June 2020

*Research Analyst (Instructional Design)*

Bengaluru, India

- ❖ Developed well-structured courses for e-learning platforms, incorporating student feedback to continuously refine course design.
- ❖ Created multiple courses and videos for the company's Course Program and YouTube Channel, amassing over 6 million views.

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**Grynow**

Sep 2018 - Nov 2018

*UX Design Intern*

Vellore, India

- ❖ Helped bring an innovative website to life.
  - ❖ Planned, researched, designed, prototyped, and refined multiple designs as per employer's requirements.
  - ❖ Made sure to create a pleasant experience for the Users.
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