

CYRUS NEMATI

Performative Writer

INFO

PHONE

+49 15901261330

EMAIL

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LINKS

[Personal Website](#)

[LinkedIn](#)

SKILLS

Branching Narrative

Voice Production

Unity

Character Design

PROFILE

I'm a writer with a long history of voice acting, PR, marketing and communications, journalism, video production, marketing, policy work, web development, and whatever other business I can get my nosy self into in order to help my work contribute to a better product.

I'm also a little on the loud side.

EMPLOYMENT HISTORY

Lead Writer, Wooga

Berlin

Jun 2019 — Present

- Leads writing and narrative design for June's Journey, the world's #1 hidden object game
- Develops marketing materials and features
- Develops and designs new tools for writing and design
- Guides artists in character development
- Presents best practices in writing for games

Writer, Wooga

Berlin

Aug 2018 — Jun 2019

- Led narrative design and writing for Tropicats, a Match-3 and island design game
- Assisted writing and event design for hit hidden object games Pearl's Peril and June's Journey
- Developed dialogue tools in Unity

Writer and marketing consultant, Earplay

Boston

Nov 2016 — Jan 2019

- Wrote interactive audio game "Pugmire" with Dave Grossman and Eddy Web
- Managed and segmented inbound users for interactive game platform
- Developed e-mail and landing pages for episodic content
- Developed tone and themes for sales outreach

Voiceover Actor

Global

Dec 2012 — Present

Voice acting for games, toys, commercials, and animation, domestically and internationally. Mr. Robot, Hasbro, Hallmark, Supergiant Games, Skyrocket, Del Taco, Billygoat Entertainment, Lunchtime Studios, Phoenix Online, and many more.

Director of Communications, As You Sow

Oakland

Oct 2020 — Sep 2020

- Launched new website and digital communications suite
- Managed all press engagements and editorial for major change-affecting non-profit
- Wrote and produced editorial pieces and videos for program staff

Lead producer and narrative designer, Lunchtime Studios

Global

Dec 2015 — Jan 2018

- Managed deadlines and project scope for 8-12 member team
- Design major gameplay elements and characters
- Rescoped game for character-driven multiplayer
- Casts, directs, and processes voiceover audio
- Represented studio at trade conventions

EDUCATION

Bachelor of Science, Suffolk University

Boston

Jan 2003 — May 2005