

Nicholas Popkey

Narrative Director

[Link to Portfolio](#) - Desktop Only



CONTACT

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Boise, ID, USA

SKILLS

- World building
- Quest design
- Branching dialogue
- Screenplay writing
- Character and location design
- Unity
- Articy Draft X
- Celtx GEM
- Adobe Creative Suite
- Google Drive/Microsoft Office
- Figma
- Github

AWARDS

- Sovereign Syndicate - Best Narrative Game Award at the 2025 AMPIA Alberta Film and Television Awards (Rosies)

EDUCATION

- Bachelor of Arts, Pitzer College, Claremont
- Graduated with a 3.7 GPA in Media Studies and Art

LANGUAGES

- English (Native)
- Spanish (Fluent)
- French (Some fluency)

ABOUT ME

With a passion for story-driven narrative games, I've been directing the story and narrative structure of sprawling RPGs since 2020. My background in the LA Film industry supports my ability to craft compelling and cinematic games.

EXPERIENCE

○ Narrative Director, Crimson Herring Studios

Remote, September 2020 to Present

Designed and composed narratives for RPG-style video games

- Wrote conversations and managed variables for a multi-chapter, branching narrative
- Onboarded new writers to familiarize them with our software and narrative pipeline

GAMES

[Sovereign Syndicate](#), 2024

Narrative Director

This game received strong critical praise, especially for its unique setting, complex writing, and character depth, drawing comparisons to Disco Elysium, with reviewers highlighting its innovative tarot-based skill system and strong world-building.

[Hunters Moon](#), 2025

Narrative Director

A critically well-received roguelike deck builder with an immersive atmosphere, known for its unique expansion on the genre, strong narrative and voice acting, and art style.

Studio Delirium, Coming Soon

Narrative Director

Run a game studio chasing the next great Disco-like. Juggle office politics, egos, money, audience expectations, and your own well-being to ship a hit—or fail spectacularly. The choice is yours.

Sovereign Syndicate 2, Coming Soon

Narrative Director

A party-based CRPG with turn based tactical combat set in the Sovereign Syndicate universe after the events of the first game. The player joins a predetermined party of companions to execute a variety of missions towards the game's conclusion.