



CHRISTOPHER KORKOS

Writing & Narrative Design

Profile

I'm a writer in the field of game design, with experience writing quests, dialogue, and flavor text. I've worked alongside writers, artists, and developers to craft powerful narratives.

Experience

Writer & Narrative Designer

February 2024 - Present

Beyond Skyrim: Argonia (Game Development Project)

Wrote quest direction, character dialogue, item descriptions, and varied flavor text. Researched new and existing game lore, and worked with designers and developers to implement narratives.

Writer & Narrative Designer

May 2022 - Present

Skywind (Game Development Project)

Wrote quest direction, character dialogue, item descriptions, and varied flavor text. Researched new and existing game lore, and worked with designers and developers to implement narratives.

Product Designer

March 2021 - January 2024

Stretto

Designed web and desktop interfaces, conducted user research studies, and collaborated with development team. Managed tasking in Jira alongside design, development, and QA teams.

Visual/UX Designer

May 2018 - December 2020

Pacific Science & Engineering

Created interactive design specifications, researched users and industry standards, and aided in development. Collaborated with subject matter experts to meet user needs.

Education & Certifications

ELVTR - Game Narrative Certificate (hosted by Adam Dolin)

January-March 2024

Learned the practical steps of narrative design, and built an interactive fiction project as a final capstone.

University of California, San Diego

2012-2017

*B.S. in Cognitive Science, specializing in Human-Computer Interaction
Minor in Literature Writing*

Contact

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