

Skyler White

601 Amesbury Lane
Austin, TX 78752
512.658.6259

Skyler@SkylerWhite.com
SkylerWhite.com
NarrowShed.com

Education

- B.A. Drama, Franklin & Marshall College, May 1990
Major- dramatic literature, minor- English
Concentration- Anthropology
- M.A. Theatre, University of Texas at Austin, December 1994
Combined anthropology and theater to study creative
expression in non-professional, popular performance
- Post Grad Advertising Creativity, University of Texas at Austin, May 1996
Three-semester intensive program in advertising creativity.
Represented school at NYC's One Club;
received highest department scholarship award available

Professional Experience

- 2009-present Novelist, Tor/Forge Books and Berkley/Penguin Books
Wrote and sold two solo and two co-written critically acclaimed,
award-winning novels.
- 2014-present Creative Writing Instructor, ACE Academy
Taught Creative Writing I-IV to middle and high school students.
- 2015-present Creator, *The Narrow Shed*
Developed online game and presented interactive workshops
- 2002-2009 Co-Owner, Occasional Magic
Founded and incorporated a dogma-free prayer candle company,
wrote all web and product content, established
brand and online community.
- 1999-2000 Creative Director, By Invitation Only
Created company's branding, logo and tag. Designed website
UI and structure. Edited and produced business plan and
private placement memorandum.
- 1994-1999 Advertising Director, Acoustic Systems
Created and ran in-house ad agency for acoustic manufacturer.
Created company's internet presence, ads, signage and support.
- 1992-1994 Stage Director, Co-owner, Troupe Texas
Founded and co-ran multiple award-winning theater company

Publications

Novels

and Falling, Fly *Skyler White, Berkley Books, 2010*

Library Journal, starred review, top 5 SF/F book of 2010

“Trippy urban fantasy, an esoteric battle between myth and science told in floods of evocative prose” –Publishers Weekly

In Dreams Begin *Skyler White, Berkley Books, 2010*

Fantasy Literature Best Books of 2010

“A singularly unique work of art.” –Barnes & Noble Explorations

The Incrementalists *Steven Brust and Skyler White, TOR, 2012*

“If you have to call it something, call it genius at work.” –Booklist, starred review

Novellas

“Storm At SEA” Silkwords Publishing Group LLC 2014

“Strongest Conjuraton” Tor.com 2014

“Lost at SEA and Found” Silkwords Publishing Group LLC, 2014

“Between Hedge and Manor” Silkwords Publishing Group LLC, 2014

“Painted, Lady” Silkwords Publishing Group LLC, 2015

“Stars Apart” Silkwords Publishing Group LLC, 2015

Courses Taught

Creative Writing I, Telling Stories

We all hear and tell stories every day, from the simple narratives that start, “You’ll never guess what I did this summer,” to the books we read, the movies we watch, and the jokes we wish Gramps wouldn’t tell again.

In Creative Writing I, students explore why and how we all tell stories and learn how to do it better.

Creative Writing II, Short Stories

Beginning with micro-fiction and progressing from there, students study and create characters, plots and worlds – the Who, What, and Where of stories, and begin to look at word choice, pacing, metaphor, voice, and other elements of How. Students read, write, discuss and share stories, and tackle questions of the writing life from “where do ideas come from?” to “what do you do when they don’t?”

Creative Writing III, Alternate Forms

We continue our ongoing study of stories—how they’re made, the ways they function, and why we need them, writing humor, personal essays, poetry, manifestos, children’s stories and comics. Creative

Writing IV, Special topics

To make good stories well, writers must master both the technical skills of character development, world-building, plot, pacing, humor, symbolism, and word-craft, but also the personal skills of perseverance, discipline and concentration. Every story, no matter how brilliantly conceived or gorgeously executed fails as a story until it ends. In this invitation-only, discussion-based class, students work all semester on a single piece of writing to put theory into practice. Beginning with project scoping and the goals of each student, we work explicitly and deeply on time and muse management, as well as character development, story structure, and world building.

Talks and Workshops

Games for Getting Unstuck.

An interactive presentation of my Choose-Your-Own-Adventure Game for Getting Unstuck that leads participants through a series of activities to uncover and repair the places their creative process breaks down.

World Building, Brick by Brick.

Lecture developed for fiction and video game writers detailing the elements of fictional worlds and techniques for creating viable, interesting ones.

Myth—This Will Fix Everything.

Starting with a definition of myth as “a true story in tension with fact,” this audience-participation workshop constructs a three-line grid as a tool for mining mythology for character and plot development, high-concept pitches, query letters, brainstorming, and personal motivation.

Faerie DNA

Paper presented and roundtable led at Sirens–Women in Fantasy Literature Conference, an examination of memes carried by faeries and their stories.