Jackie Murray

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Narrative Design

- Wrote for roleplaying games, interactive fiction, visual novels, tabletop games, horror games, and more
- Worked with a team to design and write a mystery
- Created narrative games based on existing intellectual properties, such as films and novels
- Wrote compelling character dialogue
- Devised comprehensive world lore and an engaging narrative for a three-year-long D&D campaign
- Wrote short stories, poems, and scripts

Level Design

- Designed levels for action games, narrative games, adventure games, puzzle games, and more
- Created puzzles in 2D and 3D environments
- Used level design to teach mechanics through play
- Knowledge of architecture and wayfinding design

Collaboration and Communication

- Worked on many game projects with teams of various sizes, both in-person and remotely
- Presented my work to others, oversaw playtesting, and worked with feedback and critique from other designers
- Enthusiasm for teamwork and collaboration
- Ability to complete tasks reliably and meet deadlines
- Willingness to ask for help when needed

Projects

• Tag In Bananaland! (five person team)

Four week project

Level designer

Designed a playful level for a four-player tag game

• Zoomgame 1.0 (four person team)

Three week project

Writer, Composer, and Project Manager

Co-wrote script and composed music for a visual novel

• Bounty (six person team)

Four week project

Designer

Designed gameplay systems for a deckbuilding game

About

Third year game design student at NYU's Game Center, specializing in narrative design and level design.

Education

New York University Tisch School of the Arts BFA in Game Design Fall 2019 - Present Cumulative GPA: 3.85

Skills

- Unity
- Gamemaker
- Twine
- Adobe Suite
- Moderate knowledge of GML, C#, Javascript, CSS, and HTML

Awards & Accomplishments

- Work displayed at the Museum of the Moving Image
- Tisch School of the Arts Dean's List