

Noah Canaris

Narrative Designer | Writer | Game Developer

WORK EXPERIENCE

Tentworks Interactive Dec 2023 – Feb 2024

Becoming Pablo - Narrative Designer Remote

- ❖ Designed and developed multiple engaging and immersive narratives for the game.
- ❖ Designed overarching narrative structure of the main campaign.
- ❖ Conceptualized and created organic gameplay events.
- ❖ Collaborated with the development team on game design elements, integrating narrative with gameplay mechanics.
- ❖ Created compelling characters, quest lines and wrote the screenplay and the dialogue for the main campaign.

NEDI Games Oct 2022 – Dec 2023

The Guernica Engine - Narrative Designer Remote

- ❖ Pitched, envisioned, and developed multiple world concepts and narrative ideas for an interactive fiction game, set within a fantasy world.
- ❖ Created the main world, history, and lore for the game and developed the characters and complete outline for the story.
- ❖ Planned and developed a branching path narrative that dynamically incorporated the themes of the story.
- ❖ Created multiple prototypes using twine and articy.
- ❖ Refactored the story and adapted the prototypes for deployment on a different platform, ensuring seamless integration.

INSANE AI Dec. 2022 – March 2023

AR Fitness Game - Narrative Designer Remote

- ❖ Pitched and conceptualized multiple pilot worlds and narrative ideas, exploring a variety of creative directions.
- ❖ Devised narrative methodology and logic for Augment Reality (AR) fitness gameplay.
- ❖ Conceived and wrote narrative content for most aspects of the game.
- ❖ Conducted research on user flows and user preferences to inform design decisions.
- ❖ Developed compelling characters and Crafted dynamic themes tailored to the product and users experience.
- ❖ Authored the screenplay, and gave voice acting cues, and cinematic direction cues.
- ❖ Conducted extensive research on Hindu mythos to add depth and authenticity to world.
- ❖ Collaborated with engineering and design teams to ensure integration of story and gameplay.

Four Moons

April 2022 – Aug 2022

Tales of OCCI - Game Writer (Volunteer) Remote

- ❖ Collaborating with a team of writers, developed comprehensive histories, cultures, and religious frameworks for the primary race in the game world.
- ❖ Worked closely with other departments to brainstorm and refine world-building concepts.
- ❖ Gained experience in interdisciplinary collaboration and content development, learning the value of cross-departmental dependencies.

CONTACT

Bluesky: <https://bsky.app/profile/cannoah.bsky.social>

Portfolio: <https://noahcanaris.github.io/>

DESIGN SKILLS

Creative writing & Narrative Development
Branching Path Narratives
World Building & Theme Dynamics
Dialogue Writing & Editing
Content Design and Development
Research & Investigating Topics

TECHNICAL SKILLS

Interactive fiction tools – Twine, Articy draft, Miro, inkle
UX/UI tools – Photoshop, Figma
Programming Familiarity – Dart, Flutter, C++, Python, HTML/CSS
Engine Familiarity – Godot, Unity