

**Steve Cook**  
Leighton Buzzard, Bedfordshire  
(+44) 7794 640079  
[stevecook23@gmail.com](mailto:stevecook23@gmail.com)  
Portfolio available at [www.stevecookfiction.com](http://www.stevecookfiction.com)

## PERSONAL STATEMENT

I am a dedicated and hard-working person, used to working under time constraints and directly with clients. I am a writer, and am passionate about telling compelling stories with an eye to detail and accuracy. I have a wealth of organisation and leadership skills, and I am used to working as part of a team. Where possible, I plan ahead to ensure that my time is used to its best, but I am also flexible to change and keen to learn.

## SKILLS

- Experienced writer and published author
- Fast and accurate editor/proofreader
- Self-starter, experienced with both remote and client-facing work
- Experienced TTRPG gamemaster, primarily Dungeons and Dragons
- Former teacher with management experience
- Experienced with Google Suite and Microsoft Office

## EDUCATION

**PGCE in Education** - Goldsmiths College, University of London, September 2007 - July 2008

A one-year intensive course teaching qualification, including three placements in different educational settings.

**BA (Hons) Degree in Journalism** – University of Lincoln, September 2002 – July 2005

A comprehensive course which covered print, radio, internet and video journalism, editing and proofreading skills, content creation, sub-editing, and layout.

## PUBLICATIONS AND PROJECTS

**Ten Towers** – DM's resource book for D&D 5e, published November 2023

Ten Towers is a series of ten modular adventure scenarios, each with an adventure hook, location, NPCs, villain, and potential endpoints. Any of the scenarios can be remixed or modified to fit into any campaign, and each is scaled to fit a particular level. This was released on the DM's Guild.

**The Hum** – Interactive game, published November 2023

This thirty-minute interactive storytelling experience is a 'cosy horror' game, incorporating sound, images and text to tell a story. It asks what would happen if there was a sound that everyone could hear, that started one day, and continued on for decades? How would the world change, and how would people react? Players choose from a variety of paths leading them to one of twelve endings, with much of the narrative being led by dialogue. It is not currently available on my portfolio website but is available to play on request.

### **High Rollers Campaign Setting – 2023**

I helped to develop the campaign setting for the long-play D&D Twitch stream High Rollers' current campaign. Working directly with the DM, Mark Hulmes, my work for the project includes developing a geographical area of the campaign world, including creatures found there, magical items that may be found, narrative hooks that may lead to quests or adventures, and the attitudes different groups have for each other.

### **You Are Two Cats – Interactive game, published January 2023**

This short interactive Twine game includes a branching narrative through which the player is led by engaging and characterful writing. Developed using the Twine story format 'Trialogue', it is available to play on my portfolio website.

### **Fire Giant Forge – Standalone Adventure for D&D 5e, published August 2022**

Originally conceived as part of a Dungeons and Dragons campaign, I have developed Fire Giant Forge as a standalone adventure for D&D 5th edition published on the DM's Guild official content website. This module takes players through an adventure, providing NPCs, suggested behaviour of enemies, descriptive passages for the DM to read, and stat blocks for combat.

### **Murder Matches - Published game, 2014**

A narrative murder-mystery game designed to fit inside eight matchboxes, each of which features art by professional illustrator Nana Li. Each box contains a 'witness statement' which forms part of the story. When paired with the illustrations, and the image of the murder scene, they provide clues that allowed the player to solve the mystery through logic and deduction.

### **Gamemaster, Dungeons and Dragons - 2009 onwards**

I design and run frequent games of Dungeons and Dragons and other TTRPGs in both unique fantasy settings and using pre-written modules. Sessions involve collaboration between a group, storytelling, sharing ideas, and coming up with believable and consistent interactions on a constant basis. Campaigns work towards a shared narrative goal and are played weekly, often over the course of many months.

### **Amygdala Magazine, Issue 1 - Short story competition winner**

### **Broadswords and Blasters Magazine, Issue 2 - Short story, fantasy**

### **Cogs in Time 3 - Short story, gaslamp fantasy**

### **Three short story collections in different genres**

## **WORKPLACE EXPERIENCE**

### **EA Games – Game tester/QA, Apex Legends, November 2022-current**

- Tested live game Apex Legends for bugs, consistency, and legacy content compliance
- Used creative methods to identify bugs, wrote technical bug reports, and communicated with development team using Jira and Testrail
- Involved working as part of a team to meet deadlines and perform wider-scale tests
- Write bugs in a technical and clear style so that the design team can action them

### **Teacher – Classroom teacher, Head of Year, English Teacher, September 2008 – August 2022**

- Daily classroom teaching to a wide variety of audiences and in a range of settings, including planning, resourcing, and properly managing other adults in the classroom
- Team leader for a team of six, responsible for regular team meetings
- Level 5 Certificate in Teaching English as a Foreign Language through Premier TEFL