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WILL O'NEILL

SUMMARY Experienced indie game developer, writer and narrative designer seeking AAA writing and narrative design opportunities.

For more information, please visit: <https://willoneill.com/portfolio/>

Like everybody, I am on Twitter: <https://twitter.com/willoneill>

SKILLS & ABILITIES Unity (Certified Developer), RPG Maker, Logic Studio, Audacity, Ren'py, Fungus, Twine, Adobe Creative Suite, MS Office

EXPERIENCE

NARRATIVE DESIGN, WRITING AND DEVELOPMENT – WZO GAMES INC.
2013 - Present
Creator of the critically acclaimed narrative-focused games **Actual Sunlight**, **Little Red Lie** and F2P mobile game **Guildmaster Story**.

WRITER AND NARRATIVE DESIGNER – PILLOW CASTLE GAMES
2019 – Present
Writing and narrative development on **SUPERLIMINAL**.

WRITER AND NARRATIVE DESIGNER – POWER STRUGGLE GAMES
2019 - Present
Writing and narrative development on **The Invisible Hand**, published by **Fellow Traveler**.

WRITER - MISCELLANEOUS
2014 - Present
Planet of the Eyes (Cococucumber), **Riverbond (Cococucumber)** and **Sometimes Always Monsters (Vagabond Dog)**.

EDUCATION

CENTENNIAL COLLEGE – TORONTO, ON – CERTIFICATE, CORPORATE COMMUNICATIONS
Postgraduate program. Specialized in copywriting, internal communications, and media relations.

UNIVERSITY OF TORONTO – TORONTO, ON, - BACHELOR OF ARTS, ENGLISH & PHILOSOPHY
Interests included twentieth-century American drama and Hegelian dialectic.