

# LAUREN MEE

WRITER & NARRATIVE DESIGNER

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## SKILLS

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### Writing

- Character
- Dialogue
- Multi-genre

### Design

- Meaningful choices
- Branching stories
- Story through mechanics

### Supplementary

- Jira
- VO direction
- Leadership

## SELECTED PROJECTS

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### **The Walking Dead: The Final Season Ep. 3 / Lead Writer**

*"Strong" OpenCritic Overall Rating.* Led a team of writers and designers. Collaborated across departments to ensure shared vision and scope. Iterated on scenes and episode structure based on executive feedback. Drafted an outline with clear branching narrative.

### **Batman: The Enemy Within Ep. 3, 4, & 5 / Writer**

*WGA-Nominated Game.* Worked within the episode and season lead's vision for the story while also bringing new ideas to the table. Iterated on scenes in order adapt to an ever-evolving script. Simultaneously wrote diverging plot lines, in which players got two completely different finale episodes based on distinctly unique versions of the Joker.

### **The Walking Dead: The Final Season Ep. 1, 4 / Writer**

Wrote, and assisted in designing, branching quests. Crafted storytelling through exploration and game play mechanics. Introduced new characters to an established franchise, working to make them as impactful as characters people already know and love.

## EXPERIENCE

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### **Insomniac Games / Writer**

5/2019 - Present

Write gameplay-driven missions with a focus on world-building and unique characters for an unannounced title. Communicate between departments for shared vision and scope.

### **Drivetime.fm / Lead Writer, Editor**

11/2018 - 5/2019

Create high-quality content under strict deadlines for a live game. Edit and revise content for multiple writers. Research and document information to communicate to team.

### **Telltale Games / Lead Writer**

5/2017 - 9/2018

Writer on multiple IPs, both as a lead and as a second chair. Wrote and designed branching scenes from the ground-up under tight deadlines.

## EDUCATION

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### **University of Utah**

Masters of Entertainment Arts and Engineering in Game Production | 2017

### **Columbia College Chicago**

B.A. Creative Writing | 2016