

**SUMMARY**

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I am an intuitive, experienced writer and designer with both technical and creative aptitude. Lately I have been spending time in the game industry, but I'm equally at home anywhere that the left and right hemispheres of the brain meet for coffee.

**EXPERIENCE**

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**Writer/Designer/Publisher, DBA æthereal FORGE—Seattle, WA** '92–Present

- ▶ I write, design and publish games—both electronic and tabletop—and provide an assortment of other services to clients, including: marketing copy/copywriting; technical writing; administrating websites; hand-coding HTML; graphic design and layout; quality assurance and testing; and community interaction via social networking, forums and email lists. Select clients include Adobe, BDA, Inc., En Masse Entertainment, NCsoft West, MTV/AddictingGames.com, and Khepera Publishing.
- ▶ My most notable indie creation to date has been *Ninja Burger*, a fictional fast-food restaurant run entirely by (you guessed it) ninja. I created the concept in '00, and since then have written and designed games and content to support the main website, in addition to licensing the concept to others. Titles include:
  - *Ninja Burger: The RPG 2nd Edition*, '06 and *No Honor Edition*, '08
  - *Ninja Burger Card Game*, licensed to Steve Jackson Games, '06–Present
  - *Ninja Burger: Honorable Employee Handbook*, published by Kensington/Citadel, '06
- ▶ I have researched and written game industry columns and reviews for clients such as *Dragon Magazine*, *The Escapist*, *Gamegrene*, *MMORPG.com*, *R. Talsorian*, *RPGNow*, *The Silven Trumpeter* and *Slashdot.org*. I was the Lead Editor for *RPG.net* from '02 to '05, as well as a columnist for that site.

**Quality Engineer/Community Manager, Kixeye—San Francisco, CA** '11

- ▶ More info soon...

**Content Specialist, En Masse Entertainment—Seattle, WA** '11

- ▶ As part of the Customer Support organization, I was responsible for writing help documentation for the company's forthcoming support website (which will support their first game, *TERA Online*, as well as future efforts). I also provided web design (CSS/HTML), graphic design and JavaScript coding.

**Content Writer, NCsoft—Seattle, WA** '10

- ▶ As part of the Localization team, I wrote and edited NPC dialogue, cutscene text and quest content for *Aion: The Tower of Eternity* and *Aion: Assault on Balaurea*. I headed up audio production efforts for those titles, including audio engineering, creative direction, voice casting, script wrangling and scriptwriting.

**Game Designer, Turpitude Design—Walnut Creek, CA** '08–'09

- ▶ As part of a team of five, I designed mechanics, missions, worlds and dialogue for two undisclosed, unreleased MMO titles. I also generated game design specs, dialogue and missions for Facebook and MySpace games created by a top social gaming company.

**Technical Writer, (UltraDNS, Softbook Press, Onyx, Tello, Fox/IGN, 1Cast)—Various** '00–'01, '05–'09

- ▶ As the sole Tech Writer in each instance I wrote documentation for both Engineering and Marketing departments, including use cases, user guides, FAQs, release notes and help files. In each case I improved documentation quality by: creating and maintaining intranets, wikis, document repositories and version control systems; establishing standards; and driving company-wide adoption of said tools and standards.

**Content Designer, Perpetual Entertainment—San Francisco, CA** '07

- ▶ I designed, wrote and implemented quests for *Gods & Heroes: Rome Rising*, an unreleased AAA MMORPG with a historical and mythological theme. After only a few weeks on the job I was given control of the game's central story arc, detailing the player character's apotheosis and ascension to the realm of the gods through quests within an already-implemented game world. In support of this effort, I wrote voiceover and cinematic dialogue, screened and selected voice actors and attended recording sessions.

**EXPERIENCE (CONT'D)**

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**Designer, Karen Brown's Guides—San Mateo, CA** '02-'05

- ▶ I designed and laid out 17 annual travel guides, as well as associated PDF and web-based content. I reduced costs by bringing design efforts in-house, creating and updating maps, graphics and covers for each edition. I acted as the main point of contact with our overseas printer. I helped keep sales steady despite industry decline by assisting with the writing and editing of marketing copy, a redesign of a Yahoo-based storefront, and the design of effective print advertisements.

**Head Copywriter, AnotherUniverse.com—Manassas, VA** '99-'00

- ▶ As part of a team of 10—including a junior copywriter, who I directly managed—I wrote copy for, designed and laid out monthly and quarterly catalogs devoted to comic books, games and collectibles. I composed and edited monthly print ads, email and direct mail pieces, increasing sales and conversion rates over previous years, even in the wake of a comic book industry on a severe downturn.

**Creative Director, Sinclair Broadcasting—Buffalo, NY** '97-'99

- ▶ I headed a three-person Creative Services division that provided web, print and broadcast material for six FM and AM radio stations in a Top 50 market. As the sole copywriter, I wrote, edited and produced radio commercials, selected voice talent and attended recording and production sessions. I also designed and maintained station websites as part of the company's initial implementation and embrace of web content.

**Assistant Editor, The RAMA Group—Buffalo, NY** '95-'97

- ▶ As part of a team of four, I wrote and edited feature and news stories for, and assisted in the weekly layout of, 16 editions of *Metro Community News* and *Metro Weekend*. I managed several "stringers" and other freelance staff, and updated and maintained the fledgling *Metro Weekend* website.

**AWARDS**

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- ▶ *Brain Chef*, Editor's Pick, MySpace Developer Team, March '09
- ▶ *Folkloric: Baba Yaga*, Winner, '06 ENnie Award for Best Electronic Book, Nominee for Best Writing
- ▶ *Iconoclast*, a text-based cyberpunk game, January '98 MUD of the Month
- ▶ *HELLAS: Worlds of Sun & Stone*, Nominee, '09 ENnie Awards for Interior Art, Production Values
- ▶ *The House*, a horror-themed RPG, First place, '09 Lulu.com Most Creative Mini Book Contest

**EDUCATION/ASSOCIATIONS**

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- ▶ Member, International Game Developers Association and IGDA Writers SIG
- ▶ Member, Sigma Tau Delta, International English Honor Society
- ▶ Bachelor of Arts in English Honors, cum laude, Canisius College, Buffalo, NY, '95

**MISCELLANY**

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- ▶ **Software Skills:** Adobe Suite, Aurora Toolset, BBEdit, Bugzilla, CircleMUD, CVS/svn, hand-coded HTML, Jira, MediaWiki, MS Office Suite, Perforce, Quark XPress, RightNow, TWiki, Unix, VBulletin, vi, et al
- ▶ **Interests:** I am learning to enjoy gardening by necessity, since my house came with a heaping side of nature. I just finished my first novel, *Blackbird: The Chronicles of Edison North*, and am shopping the title around with the assistance of my literary agent. I am the creator of the "Day of the Ninja," an annual ninja-themed holiday held every year on December 5. Really—NPR covered it and everything.
- ▶ For more information about me, visit <http://www.aeforge.com/~aeon> and <http://www.ninjaburger.com>