

# Kyle

## Game

### Key Skills:

- Leadership
- Teambuilding
- Collaboration
- Narrative Design
- Branching Dialogue
- Worldbuilding
- Encounter Design
- Game Balance
- Creative Writing
- Prototyping
- InDesign
- Photoshop
- Unity
- Twine

### Games & Expansions:

#### Malifaux Third Edition

- Explorer's Society
- Malifaux Burns
- Madness of Malifaux
- Ashes of Malifaux

#### Vagrantsong

- Encore
- Off the Rails
- Fool's Gold
- Fox Sisters
- Dogcatcher
- Amigo the Devil

#### Bayou Bash

- Hog Wild

#### The Other Side

- Beyond The Other Side

#### Through the Breach

#### Novus

### Education:

#### Full Sail University 2012

- BS in Game Design
- Class Valedictorian
- Course Director's Award: Design & Development Analysis

# Rowan

## Designer

### Professional Experience:

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[kylesrowan@gmail.com](mailto:kylesrowan@gmail.com)

[kylrowan.com](http://kylrowan.com)

7+ years experience designing games and leading teams. Passionate about combining story and gameplay mechanics for a deeper thematic experience.

#### Design Lead - Wyrd Games

Jan. 2017 - Present

Tabletop publishing company focusing on tactical, storydriven experiences.

#### Leadership

- Interviewed potential hires and conducted teambuilding activities to acclimate new members to the team.
- Oversaw both the *M3E Crewbuilder* and *TOS Company Builder* app projects, coordinating features and flow with freelance developer.
- Developed and wrote the weekly digital newsletter *Waldo's Weekly*, significantly increasing community engagement.
- Orchestrated the company's most successful crowdfunding campaign, gaining over 3700+ backers and receiving 660+% of its funding goal.

#### Game Design

- Oversaw development on *Malifaux Third Edition* and its 4 expansions on 600+ playable characters.
- Spearheaded story, theme, mechanics, characters, and direction of *Vagrantsong* and its 6 expansions from initial pitch to production.
- Led development of *Bayou Bash*, its *Hog Wild* expansion, and the free print and play *Darkness Comes Rattling* expansion, *War of the Spirits*.

#### Narrative

- Led the narrative direction of all games alongside multiple teams of in-house and freelance designers and writers.
- Collaborated on over 30 short stories, rules, and character biographies across all *Malifaux*, *Through the Breach*, and *The Other Side* books.
- Wrote story, encounter text, events, cards, and branching choices in *Vagrantsong*, taking inspiration from American ghost stories and history.

#### Editing

- Edited all released game content for grammar, consistency, clarity, and fun.
- Collaborated with freelance writers and editors on stories, rules, and character biographies across 11 *Malifaux* books.
- Produced and edited *Chronicles*, a bi-monthly magazine for 12+ issues, which included strategy breakdowns and hobbyist articles.

#### Game Designer & Writer - Vergeous

Jan. 2014 - Nov. 2014

Indie team that developed a sidescrolling survival, crafting game in Unity.

#### Game & Narrative Design

- Responsible for integrating story and themes to existing mechanics.
- Wrote technical documentation, wikis, in-game tutorials, and high concept design documents for investors and new hires.