

Leon-Paul Daniel Lynn

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Personal Summary

Hey! I'm Leon, and I love telling interactive stories in unexpected ways. I've been writing forever, but I have a first-class degree and two commercial games so far to prove I'm good at it. I love working with other writers and other creatives, and am good at explaining myself, having tutored, guest-lectured, and led writing workshops before. I aspire to be a senior Narrative Designer, and have used past studio experience alongside my college coursework, university projects, and personal writing projects to design narratives for a range of mediums, restrictions and briefs. I grew up surrounded by games creatives, as my family have been in the games industry for over twenty-five years, and I am using this network to pick up new tips and tricks alongside my own work.

Main Skills

- **Interactive, Creative Writing:** Drawing from rich writing experiences, I can confidently design and write engaging, relatable and innovative narratives both interactively and traditionally. This is a skill I am always looking to push to new heights.
- **Creative Teamwork:** I have participated in numerous commercial, educational and volunteer inter- and intra-disciplinary teams, and thus have learnt to delegate, contribute and build relationships as part of a greater whole.
- **Computing Skills:** My experiences give me a proven knowledge of MS Office, its Google counterparts, Ink, Adobe PhotoShop, Jira, and Unity. I also have experience quickly learning new/bespoke programs.
- **Written communication:** My creative and academic writing backgrounds have given me a strong grasp of English, allowing me to communicate clearly and succinctly through my writing.
- **Spoken Communication:** I have given presentations, opened festivals and coordinated teams throughout my various experiences. I can speak clearly while succinctly expressing complex ideas in a way tailored to my listeners, and know that active listening plays an invaluable role in speaking.
- **Organisation and time management:** I have successfully directed team-based and personal work to meet tight deadlines—sometimes simultaneously.

Relevant Experience

A full list and description of my experience, including the other game studios and volunteering roles I've undertaken, is available on my LinkedIn or on request.

Kwalee Ltd., Remote (November 7th 2022–March 29th 2024): Narrative Designer (Casual)

Over the last year and six months, I worked as both part of a project-specific narrative design team, and as overall narrative designer/lead for the internal Casual games department of [Kwalee](#), one of the world's [top mobile game publishers](#). While I took over narrative direction for [Dream Build Solitaire](#), most my time was spent on a confidential project, first alongside another writer, then myself, and a hand-picked team of industry veterans. I designed and wrote an original branching story with a customisable protagonist, over 200 individual nodes, 16 dynamic and potentially-romantic character relationships (and a system to track said relationships), and over 300 pages of finalised script, which I implemented into the Unity build myself. I also researched narrative tools and recommended we use [Ink](#) for our narrative scripting, and later [Arcweave](#) as our narrative planning and tracking software. Both narratives, for this project and for [Dream Build Solitaire](#), were developed in tandem with code, art, sound, and marketing to ensure we were creating the most cohesive and collaborative game possible. This role ended when I was made redundant following the shelving of my main project.

Flaming Fowl Studios, Guildford (August 10th 2020–September 10th 2021): Game Writer and Level Designer

During my gap year, I was the main writer on remote video game studio Flaming Fowl's digital adaptation of the board game Gloomhaven. I helped the creative director quest story, general copy, and overall proofing across [Gloomhaven Digital](#), including writing lore-consistent questlines and copy for 43 quests over 5 chapters of the original 'Guildmaster' storyline, as well as transferring the 95 original campaign scenarios and surrounding copy verbatim into our digital build, and re-writing scenarios to fit high-level redesigns where necessary. This involved collaboratively drafting and perfecting text in a word processor, before transferring it into a spreadsheet with YML tags for build implementation. I also digitally recreated the 95 campaign scenarios using Unity and the in-game level editor. A complete list of playable missions that I have been the main writer and adapter is available on request, as are text-only examples of this work.

Surrey New Writers Festival, Guildford (September 10th 2021–June 15th 2022): Assistant Director

I was Assistant Director for both the 2021 & 2022 annual Surrey New Writers Festival my university runs in Guildford. The Festival connects potential writers with new and established ones through talks, readings, and workshops, focusing on networking and knowledge sharing. My responsibilities included overseeing and assisting the marketing, writing and social media volunteer teams, digitally moderating and chairing events myself, and managing on-the-day issues. In short, I helped ensure that the Festival ran efficiently, proving I can direct and assist multi-disciplinary teams. In June 2022, the university awarded me a Special Commendation for the contributions my work on the Festival made to the Equality, Diversity and Inclusion of the University.

Education

I graduated in 2022 from the University of Surrey, Guildford, Surrey, GU2 7XH with a First Class BA in English Literature and Creative Writing. A full list of my modules is available on my LinkedIn, or on request.

Previously (2016-2018), I attended The Sixth Form College Farnborough, Prospect Avenue, Farnborough, Hampshire, GU14 8JX, and left with three A Levels, as follows:

GCE A2 AQA English Language	A*
A2 WJEC Media Studies	A*
GCE A2 Edexcel English Literature	A

I previously attended the Wavell School (2011-2016), Lynchford Road, Farnborough, GU14 6BH, and left with 11 GCSEs: five A*s, five As, and one B, which was in German. A full list of my GCSEs is available on my LinkedIn, or on request.

Interests

I enjoy storytelling, and have an online portfolio of my best projects. I am always looking to network with other writers and find new experiences to colour my writing with. This has led me to work with both my university newspaper *The Stag* and festival *Surrey New Writers Festival* as a speaker, writer and executive. I have also written for some unpublished independent music magazines, as alternative music is a big interest of mine—one which influenced me to learn electric guitar. I enjoy a variety of games, but especially those with a strong, deep story, such as *Mass Effect* or *Fable*. I often plan my own rewrites of games, especially games like 343 Industries' *Halo* instalments. I also find games like *Batman: Arkham Origins* or *Warhammer 40,000: Space Marine* particularly interesting narratively, as they transpose established narrative universes into new, interactive formats.

However, I do not feel the full potential of interactive narrative delivery has been reached, as I think the ability of game worlds to morph around the player or immersive technologies like VR have not been fully explored, though this is beginning to change with games like *Wizards Unite* or *Half Life: Alyx*. I also often explore how these games were written and produced, as the coordination and supervision of their conception, recruitment and development is extremely interesting to me.

My other hobbies include miniature painting and tabletop RPGs, which encouraged me to learn to airbrush, and digital photography, which has expanded my PhotoShop knowledge outside of my school and college courses. I also run the monthly [Guildford Game Dev meet-ups](#) in the Drummond pub to network and become better acquainted with the local industry, as well as having a presence on various Slack and Discord groups. Lastly, I co-founded [Word Tonic](#) in 2022, which is an online community for gen-z (copy)writers to network and learn from brands (including talks from Marvel and Riot Games) worldwide.

Main Achievements

- I have seen [relatively-large Youtubers](#) play and enjoy the original missions I wrote for *Gloomhaven Digital*, and [held the physical PS4 release for it!](#)
- I've lectured multiple times on interactive writing in the video games industry for the University of Surrey.
- I achieved the joint-highest First Class Honours in my cohort for BA English Literature and Creative Writing.

References

References are available upon request.