

Leon-Paul Daniel Lynn

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Home Address: [Contact me](#)

Email: leonpaullynn.writing@gmail.com

Mobile Telephone: [Contact me](#)

Online Portfolio: <https://www.leonlynn.com/leonlynn/>

LinkedIn Profile:
<http://www.linkedin.com/in/leon-paul-lynn>

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 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 experience as a queer, demisexual writer, education projects and personal projects to design narratives for a range of platforms, mediums, 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, ever-expanding writing experiences, I can confidently design and write engaging, relatable and innovative narratives both interactively and traditionally.
- **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.
- **Software Skills:** My experiences give me a proven knowledge of MS Office, Google Suite, Ink, Twine, Arcweave, PhotoShop, Git, 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. Please note that these experiences are in order of relevance, not time.

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

Recently, for a year and six months, I worked as both a part of a project-specific narrative design team, and as lead narrative designer 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, alongside a hand-picked team of developers—including *Rockstar* veteran Ian Bowden. I designed and wrote an original branching story with a customisable protagonist, over 200 individual nodes, 16 dynamic and potentially-romantic relationships (and an internal system to track them), over 300 pages of finalised script, and interactive player-facing UI copy to track plot/relationship progression, which I implemented into the Unity build myself. I also researched and recommended that 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. They were also based on American English and its idioms. 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 for which I have been the main writer and adapter is available on request, as are text-only examples of this work.

Word Tonic Ltd. (November 2022–Present): Co-Founder, AI Workshop Leader & General Tinkerer

I co-founded [Word Tonic](#), an online Discord community for gen z copywriters, because my co-founders and I wanted to make writing as a profession more accessible and visible for people our age to learn and network in. Since its inception, we've amassed over 1000 members, worked with brands like [Disney](#) and [Riot Games](#), and have held largely weekly masterclasses with third-party experts for almost two years. This includes my monthly evening masterclass on [AI & Writing](#), where I break down the technology, its advancements, and how writers can augment their workflows while recognising the dangers and pitfalls of the technology. I also run the Word Tonic Gaming server group to help people start in games writing, advise on tech solutions for the Discord server, and handle the development of bespoke code, such as a python subscription monitor bot.

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 work on my own rewrites of games and other media, currently 343 Industries' *Halo* instalments. I especially love games like the tabletop *Hail Caesar*, or *Grand Theft Auto*, for the way they gamify the real world.

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 and mobile have not been fully explored, though this is beginning to change with games like *Baldur's Gate 3*, *Wizards Unite* or *Half Life: Alyx*. This is something I'm trying to find a way to explore solo. I also often explore how these games were written and produced, as I find the coordination and supervision of their conception, recruitment, and development extremely interesting.

My other hobbies include tabletop wargames like [Warhammer 40k](#), DMing (leading) tabletop role-playing games like [Dungeons and Dragons](#), and painting the miniatures required—which got me to learn to airbrush, 3D print with Lychee, and (to a point) 3D sculpt in MS 3D Builder and Blender (roughly). I also love digital photography, which has expanded my PhotoShop knowledge. I also currently co-run the monthly [Guildford Game Dev meet-ups](#) to help introduce newcomers into games, and maintain an active presence on various Slack and Discord groups.

Main Achievements

- I was trusted by Kwalee to head-up the narrative development of their new internal project, and support their existing games narratively.
- *Word Tonic* recently surpassed 1000 members, and has built relationships with creatives Disney, Riot Games, and more.
- 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!](#)

References

References are available upon request.