

Moss Dooley

Storyteller & Designer

Inspired by her life overseas, a hardworking creative pursuing her passion for video games.

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EDUCATION

MFA in Interactive Media & Games | *University of Southern California* | 08/2022 - Planned 05/2025

BA in Film and Digital Arts | *Dartmouth College* | 09/2016 - 06/2020

RELEVANT EXPERIENCE

Narrative Intern | *TiMi Studio Group under Tencent* | 06/2023 - 12/2023

- Collaborated with an international team of 20 people across multiple departments to develop an unannounced AAA game, ensuring smooth coordination and integration.
- Created concept write-ups and wrote VO with strong character voice, brevity, clarity, and style, contributing to the game's narrative depth and the IP's distinct voice.
- Created an internal gameplay prototype in Twine, effectively communicating the core tone and flow of narrative features to the team.

PlayStation Career Pathways Scholar | *Sony Playstation* | 08/2023 - Present

- Attended a summit at Sony HQ, engaging with other scholars and career-building workshops for games.
- Participated in a story workshop with industry professionals to brainstorm a game narrative based on proposed gameplay and constraints.

Design & Research Assistant | *Tiltfactor at Dartmouth* | 01/2018 - 09/2019

- Conducted 3 game research studies, each with over 100 participants, emphasizing understanding players.
- Designed a prototype mystery, text-based typing game geared towards accessibility for a senior audience.
- Wrote narrative for and built a VR game demo that blended challenging puzzles with narrative depth.

GAME PROJECTS

Pack | *Creative Director* | *Unity* | 06/2025 Demo Release

A single-player, 3D adventure game where you fight to survive the wilderness as a dog.

- Led and collaborated with a team of 25 to create a high-quality, 20-minute demo experience.
- Communicated the creative vision in a multitude of flexible and diverse ways across different departments.
- Analyzed playtesting data and rapidly implemented new iterations to best capture our experience goals.

The Glitch Witch | *Lead Narrative Designer* | *UE5* | 05/2024

A 2.5D narrative, puzzle game set in a tech-dead future.

- Designed plot, quests, characters, and world deeply interwoven with mechanics for seamless gameplay.
- Collaborated with a 30+ person team, communicating decisively to combine two distinct genres.
- Remained flexible within a rapid production schedule and needed cuts to the narrative.

Cloud Watching | *Game Designer, Engineer, Writer* | *Unity* | 12/2023

A casual 3D isometric adventure game set in the clouds.

- Designed gameplay, plot, character, and levels to inspire whimsy and nostalgia in the player.
- Scripted a 3D isometric, gird-based character controller – creating unique player exploration.
- Wrote and implemented all VO to capture a deeply emotional and immersive experience.