

SEAMUS LY

narrative & game designer

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Profile

Adaptive and passionate game designer with expertise in written mediums and an in-depth understanding of the industry's development processes. Worked on numerous prototypes and participated in game jams as a narrative and rules designer as well as a key organizer in group activities.

Experience

Monte Cook Games, LLC.

Assistant Editor, Designer | Jan. 2021 - Jun. 2021

- Validated revisions and provided layout for *Ptolus: Monte Cook's City by the Spire*
- Aided in content input of *The Darkest House* application
- Designed and wrote for *Ptolus: City of Adventure*

Vivid Foundry

Generalist Unity Developer, Level Designer | Aug. 2021 - present

Projects

Solace State cyberpunk visual novel

ROLE: Generalist Developer

- Created and implemented UI objects and animations
- Imported and placed 2D character textures around a 3D environment according to narrative structure

Spiritsong music-themed exploration

ROLE: UI Designer, Writing, Programmer

- Created 2D assets, and implemented UI and animations
- Wrote dialogue and implemented technical narrative structure using YarnSpinner

Ptolus: City of Adventure fantasy tabletop RPG

ROLE: Design, Writing

- Designed a chapter of *The Runeblood Blessing*
- Developed 3 encounters encompassing the social, combat, and exploration pillars of *Dungeons & Dragons* 5th Edition

Education

Bachelor of Game Design

Sheridan College | 2017 - 2021

Skills

- Adaptive Style
- Organization and Planning
- Iterative Playtesting
- Strong Communication
- Detail-Oriented Design
- Worldbuilding, Mechanical, and Narrative Development

Tools

- Adobe CC (Photoshop, Premiere Pro, Illustrator)
- Microsoft Suite (Word, Excel, Powerpoint)
- Twine (HTML, CSS)
- Unity (C#, YarnSpinner)

Interests

- Action/Adventure Games
- Creative Writing
- Queer & Fantasy Fiction
- Tabletop Roleplaying Games

