DAVID NORTON

CONTACT ME

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PROFESSIONAL SKILLS SUMMARY

- Organized
- Jira
- Documentation
- Microsoft Word, Excel, Outlook
- Written & Verbal Communication
- Defect Triage
- Adobe Acrobat Pro, Photoshop
- Training
- Screenwriting
- Final Draft

EDUCATION

University of Southern California
BA - English | Jan 2016 - May 2019
- Graduated Cum Laude

DePaul University
MFA - Game Design | Sept 2022 - Present

RELEVANT COURSEWORK

- Game Design Workshop
- Character Development and Storytelling for Games
- Creative Computation
- Creating the Dramatic Television Series
- Writing the Live Sketch Comedy Show

WORK EXPERIENCE

Migration Coordinator
Bank of the West | 2019 - 2021

- Trained internal teams and clients on using new B2B banking platform, led presentations of platform to upper management.
- Coordinated scripts with VO vendors for instructional videos.
- Authored and organized project documentation in Confluence.
- Led team QA testing, tracked bugs in Jira, and led EOD team progress reports, collating and distributing notes.

Office Manager
Trojan Marching Band | 2017 - 2019

- Acted as first point of contact of the office, handling emails, heavy phones, and strong personalities.
- Managed schedules of all student-staff.
- Oversaw biannual newsletter, drove the writing team to finish articles/revisions ahead of schedule, handled final edits.
- Led production on instructional video created for incoming members on band best practices.

PROJECTS

Sunrise City
Co-Founder | 2023- Present

- Creating a sustainability-focused social game about managing a city, juggling selfish actions, social unrest, and the looming threat of climate change.
- Write game text to ensure ease of comprehension while still keeping in theme of sustainability.
- Facilitate playtests, documenting feedback and notable player behavior.

Three Shmucks Games
Co-Founder & Narrative Lead | 2021- Present

- Write all character interactions/relationships, lead worldbuilding of the setting, its history and its mechanics.
- Lead weekly production meetings, organize project documentation/track issues in ClickUp.
- Collaborate with designers to ensure the game narrative and mechanics intertwine and enhance each other.

TMBD&D
Co-Founder | 2018 - 2019

- Founded TMBD&D, a tabletop roleplaying club within the USC band, grew from 14 to 47 over one semester.
- Worldbuilding for an interconnected fantasy continent, led DM Writer's Room, plotting major player actions and their consequences on the overall narrative to create a cohesive interactive fantasy world.
- Created and balanced homebrew mechanics to the game.