

KAELAN DOYLE MYERSCOUGH (THEY/HE)

NARRATIVE DESIGNER, GAME WRITER, WORLDBUILDER

[HTTPS://KAELAN.ONLINE](https://kaelan.online)

NARRATIVE DESIGN PROJECTS

- **The Archipelago**, a modular narrative game created for the Brainmind Residency, released on Steam and Android Fall 2022
- **Reel Big Phishing Trainer**, an educational game developed to teach Humber and Seneca College staff how to avoid phishing scams, Fall 2021 and 2022
- **The Garrison and the Gardiner**, a roleplaying game designed for on-site play at the Bentway in Toronto. Commissioned by the Bentway, Summer 2021
- **One Hour Worldbuilders**, a collaborative worldbuilding card game, Spring 2019

PROFESSIONAL EXPERIENCE

Game Designer, Gamma Space Co-op

MAY - DECEMBER 2021, TORONTO, CANADA

- Designed games for clients as part of a nascent independent games co-operative
- Took on several roles including programmer, narrative designer and project manager
 - Programmed "Harvest," a mobile-friendly web-based game in Javascript, for a multimedia exhibit in collaboration with Toronto artist Jordan Sook
 - Designed the narrative and wrote all content for "Reel Big Phishing Trainer," a web-based educational game for Humber and Seneca College staff

Lecturer in Game Design, OCAD University

JANUARY 2020 - APRIL 2021, TORONTO, CANADA

- Designed and taught an introductory game design course
- Developed weekly creative exercises to educate on game design fundamentals

Research Associate in Worldbuilding, City University of Hong Kong

JANUARY - NOVEMBER 2019, HONG KONG

- Co-authoring a how-to book on critical worldbuilding
- Designed worldbuilding games and exercises for University students

Research Assistant, MIT Game Lab

SEPTEMBER 2016 - OCTOBER 2018, CAMBRIDGE, MA

- Contributed to game design projects, workshops and events
 - Facilitated a workshop on inclusive game design with King and EA DICE
 - Designed interconnected puzzle chains for a tech company event with 100+ attendees
 - Developed a modular character creation system and consulted on design for a digital game, in collaboration with corporate partners
- Investigated gaming-related cultural trends through ethnographic research
 - Conducted on-site research at events including PAX EAST
 - Facilitated an industry focus group on gender inclusivity in collegiate esports
- Created critical frameworks to analyze the politics and mechanics of games
 - Brainstormed design solutions for gender stereotypes in cooperative video games

EDUCATION

PhD in Cinema and Media Studies, University of Chicago (ongoing)

SEPTEMBER 2020 - PRESENT

- Research focus on game design and worldbuilding
- Graduate representative at the UChicago Game Design Student Organization

MSc in Comparative Media Studies, Massachusetts Institute of Technology

SEPTEMBER 2016 - JUNE 2018

- Wrote a master's thesis analyzing the emotional capacities of video games

BA with Honors in East Asian Studies, McGill University

SEPTEMBER 2012 - JUNE 2016

- Wrote an undergraduate thesis on competitive online communities of *Pokémon*

LEADERSHIP

- **Board of Directors** at the Queerness and Games Conference, 2019 - present
- **Game Jam Organizer**, Jamdemic, Neighborjam, Wasaga Beach Game Jam, 2018 - 2020
- **Founder and President**, McGill Mafia Club, 2013-2016

SKILLS

Software:

- Narrative design: Ink, Ren'Py, Excel, Word
- Game Development: Unity, Godot
- Adobe Creative Suite: Photoshop, InDesign, Illustrator, Premiere
- Programming: Javascript

Languages:

Fluent in English, conversant in Japanese and Spanish, some Mandarin, some French.

Hobbies:

Sewing and garment construction, rock climbing.