

RYAN BADHAM

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[LinkedIn](#) · [Portfolio](#)

I am an extremely versatile designer nearing seven years in the games industry. I have worked predominantly in narrative roles on half a dozen games including “The Outer Worlds” and “BioShock”. I am seeking a Narrative Design position that can take full advantage of my skills. To me, this means tool design and in-engine implementation of quests and dialogue/text.

SKILLS

- Quest Design
- Narrative Design
- Game Design
- Level Design
- UE 5 - Blueprints
- Unity 3D - Node Canvas
- Linear & Branching Interactive Writing
- Holistic Documentation Skills

EXPERIENCE

AUGUST 2022 – PRESENT

DESIGNER, THE MULTIPLAYER GROUP

DUTIES:

- Designing branching dialogue systems for multiplayer games that allow choices to be made by multiple players simultaneously.
- Quest, world and character writing.
- RPG Stat balancing and character creation systems.
- Designing weapons and interactive elements for online multiplayer shooter games.
- Mini-game design for both for free for all and team gameplay.

DECEMBER 2021 – AUGUST 2022

NARRATIVE/QUEST DESIGNER, MOON STUDIOS

DUTIES:

- Writing new quests, supplemental content, internal world building documentation and dialogue.
- Implementing and maintaining content (quests, barks, item blurbs, cinematics) using Unity.
- Designing tools used to convey the story or to increase implementation productivity. Such as dialogue systems, world state systems, quest systems, localization etc.
- Reviewing and drafting writing from peers.
- Ensuring, via communication with LD and GD, a proper distribution of available gameplay mechanics across numerous quests to prevent over saturation of similar gameplay.
- Working with art, cinematics and level design to ensure consistency between the world as it is written, and the world as portrayed to the player.

JULY 2017 – DECEMBER 2021

NARRATIVE DESIGNER, BLACK SHAMROCK

PROJECTS:

- Narrative Designer, Cloud Chamber, Unreleased Bioshock Game
- Game Designer, Obsidian, Grounded
- Game Designer, Turtle Rock Studios, Back4Blood
- Narrative Designer, Game Source Studio, Mahokenshi
- Narrative Designer, Obsidian, The Outer Worlds
- Narrative Designer, Black Shamrock, Unreleased RuneQuest Game
- Writer/ Quest Designer/ Level Designer, Black Shamrock, Paranoia

DUTIES:

- Creating and improving narrative processes such as dialogue, NPC and localization implementation.
- Implementing, localizing, and maintaining linear and branching dialogues.
- Working with UE4, UE5, Unity and learning new custom or 3rd party tools as needed.
- Writing new quests, supplemental content, internal world building documentation and dialogue.
- Researching existing intellectual properties such as games, novels and roleplaying games, to ensure consistency both narratively and thematically with the current project and its predecessors.
- Designing new weapons, bosses and puzzles that fit within the tone and existing tool suite of the project.
- Level design for isometric games.
- Visual scripting to implement quests, events and dialogues.

EDUCATION

AUGUST 2014

BSC IN GAME DEVELOPMENT, DUBLIN INSTITUTE OF TECHNOLOGY

The curriculum included modules in game design, video editing, sound design, AI, C#, Java, HTML, narrative design, cinematics and animation. We worked with various tools such as Unity, Corona and Twine. I passed with an honors degree and obtained the highest grade given that year for narrative design from my lecturer Dave McCabe, the narrative lead at “Spooky Doorway”.