

RYAN BADHAM

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[LinkedIn](#) · [Portfolio](#)

I entered the industry in 2014 and have become a cross-discipline designer with a strong preference for narrative heavy games. I have worked on games with strong narratives, such as Obsidian's "The Outer Worlds", Cloud Chamber's "BioShock 4", Moon Studio's "No Rest for The Wicked", and most recently, Digix Art's "Tides of Tomorrow".

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 2024 – FEBRUARY 2025

QUEST DESIGNER, DIGIX ART

PROJECTS:

- [Tides of Tomorrow](#)

DUTIES:

- Writing – Writing branching dialogue that reflects both the decisions of the player and the previous player to play the game.
- Quest Design – Creating asynchronous quests that change based on the choices of the previous player to play that quest.
- Level Design – First person narrative game with light traversal and stealth components
- Visual Scripting - Unreal

AUGUST 2022 – PRESENT

CONTENT DESIGNER, THE MULTIPLAYER GROUP

PROJECTS:

- [Fall Guys](#)
- Numerous Client Projects (NDA)

DUTIES:

- Narrative Design – Branching Simultaneous & Asynchronous storytelling
- Game Design – Weapon design, environment design, party games, live service
- Level Design – Third person shooters, party games and stealth gameplay
- Visual Scripting - Unreal

DECEMBER 2021 – AUGUST 2022

QUEST DESIGNER, MOON STUDIOS

PROJECTS:

- [No Rest for The Wicked](#)

DUTIES:

- Quest Design – Creating & implementing the story, puzzles, combat and balancing of quests
- Narrative Design - Dialogue, world state, quest progression and localization systems
- World Design – Cinematics, barks, ambient behaviors etc.
- Peer reviewing and drafting writing with other writers

JULY 2017 – DECEMBER 2021

NARRATIVE DESIGNER, BLACK SHAMROCK

PROJECTS:

- BioShock 4
- [Grounded](#)
- [RuneQuest](#)
- [Mahokenshi](#)
- [The Outer Worlds](#)
- [Paranoia](#)

DUTIES:

- Narrative Design – Tools to integrate/implement storytelling with gameplay.
- Writing – Quests, dialogue, world building, linear & branching story telling etc.
- Game Design - Weapon, Boss and Puzzle
- Level Design - Isometric RPGs
- Visual Scripting – Unreal & Unity

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”.