

G.C. Katz

Writer, technical narrative designer, and indefatigable sled dog ready to pull your narrative game through a thousand miles of snowstorms.

Just the Basics

✉ nightwellgames@gmail.com

🌐 gwenckatz.com/portfolio/

🌐 [linkedin.com/in/g-c-katz-712ab0231/](https://www.linkedin.com/in/g-c-katz-712ab0231/)

Skills Skills Skills

Narrative Design • Writing
Procedural Storytelling • Editing
Unity • Ink • Twine • Yarn
C# • JSON • GitHub • Notion
MS Office Suite • InDesign
Problem Solving • Creativity

Jams and Such

Adventure Jam 2022

➤ *Lead developer, team of 9*

Ludum Dare 50

➤ *Lead developer, team of 5*

Wholesome Games Jam 3

➤ *Lead developer, team of 6*

Brackeys Game Jam 7

➤ *Solo*

Education

➤ 2021-2022: Indie Game Academy Level 3 Game Accelerator

➤ 2021: Unity I: 3D Game Design and Game Engines, UCLA Extension

➤ 2004-2008: BA, Scripps College

Germane Experience

2022 – present: **Writer, Worldshifter Games**

- Wrote all the dialogue for Chapter 1 of upcoming game “Social Media Manager”
- Arcweave and Pixel Crushers Dialogue System for Unity

2022 – present: **Writer, Blackbirds RPG**

- Created a calendar and vignette for an upcoming module
- Participated in a writer’s room environment under the direction of a lead creative developer

2018 – present: **Curriculum designer and illustrator, The POGIL Project**

- Illustrated physics and physical science textbooks
- Coauthored and illustrated an art textbook

2014 – present: **Author**

- Traditionally-published historical fiction, SFF, and horror
- *Among the Red Stars*: Debut novel, HarperTeen
 - 2017 Junior Library Guild selection
- *“Portrait of Three Women with an Owl”*: Featured in
 - *We’re Here: The Best Queer Speculative Fiction 2020*

2011 – present: **Game designer, indie**

Highlights:

- *Keep It Together*: Space resource management comedy
 - Unity, Ink, and C#, created for Indie Game Academy
- *Care*: Point-and-click exploring emotional abuse
 - Unity and C#, Created for Brackeys Jam 7

And so much more. See [my portfolio](#) for a full list of 30+ published games, stories, and modules.

2009 – 2013: **Research Assistant, Los Angeles County Museum of Art**

- Did research on art conservation and preservation
- Created an art conservation database
- Brought cloud storage to LACMA (true story)