

# G.C. Katz

Writer, narrative designer, and indefatigable sled dog ready to pull your game through a thousand miles of snowstorms. I specialize in using procedural storytelling and technical narrative design to craft stories that seamlessly adapt to player choices and game mechanics.

## Just the Basics

✉ [ravenmaster@nightwellgames.com](mailto:ravenmaster@nightwellgames.com)

🌐 [gwenckatz.com/portfolio/](http://gwenckatz.com/portfolio/)

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

## Germane Experience

2022 – present: **Game Writer and Narrative Designer**

### ➤ Nightwell Games (my studio)

- Released *The Wolf of Derevnya* on Steam and Itch April 2023
- Werewolf survival-horror choose your own adventure set in Kievan Rus'
- Lead developer of a team of 4, Unity/Ink/Github
- Chapter 1 featured in Spooktober VN Jam 2022 and InkJam 2022 (5<sup>th</sup> place)

### ➤ Andrews McMeel Universal

- Crafted plotlines and a calendar for Blackbirds RPG "Gone from Forever" module
- Participated in a writer's room environment under the direction of a lead designer

### ➤ Quest Yard

- Wrote dialogue and social media posts for upcoming game "Redactor"
- Participated in a writer's room environment under the direction of a lead designer
- Arcweave and Pixel Crushers Dialogue System for Unity

2014 – present: **Author**

➤ *Among the Red Stars*: Debut novel from HarperTeen, 2017 Junior Library Guild selection

➤ *"Portrait of Three Women with an Owl"*: Featured in *We're Here: The Best Queer Speculative Fiction 2020*. Plus dozens of other pieces in venues like *Vastarien*, *Glittership*, and *Curiosities*.

## Jams and Such

### ➤ Adventure Jam 2022

- *Arbor*: Gardening sim about war, loss, and growth, Unity/Ink/Github
- Project lead of a team of 9; came in 12<sup>th</sup> out of 99

### ➤ Brackeys Jam 7

- *Care*: Point-and-click exploring emotional abuse, Unity/Adventure Creator

### ➤ Indie Game Academy Cohort 3

- *Keep It Together*: Space resource management comedy, Unity/Ink/Unity Teams
- Project lead of a team of 5; won the IGA pitch contest