

Gregory Wunderlin

Game Designer (Systems, Narrative, Content)

CONTACT

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EDUCATION

Full Sail University

Game Design
Orlando, Florida

Truckee Meadows Community

Creative Writing
Reno, Nevada

SKILLS

- Excel and MS Word
- Creative and Technical Writing
- Content and Level Design
- Story and Character Design
- System Mechanics and Design
- Dialog Writing
- Community Development
- Marketing and Sales
- Team Management
- Interpersonal Communication

RELATED

- Traditionally published author with a novel in circulation.
- Created, publishing, and testing a table top RPG, L.O.R.E.
- Manage and facilitate gaming and literary communities ranging from small hobby series to massive community collections for genre related content.
- Created two unique TTRPG Systems with several collaborators from scratch.

SUMMARY

A creative writer and game designer with half a decade of TTRPG work. My work includes time as a narrative designer creating custom worlds, modules, and stories, and a game/systems designer for TTRPG for D&D, Mythcraft, and other smaller indie projects.

Portfolio: gregorywunderlin.gamedesignskills.com/

WORK EXPERIENCE

American Immersion Theater (Camp Dragon)

Head Writer, Testing, Designer,
Reno, Nevada; 2021 - 2025

- Designed and wrote 10 full modules for TTRPG campaigns
- Modules contained unique mechanics, world building, faction design, branching narrative, scaled progression & difficulty.
- Oversaw a team of 2-5 writers at a time, coordinating story, modules, and interactions between them.
- Art coordination for level design, such as maps, encounter placement, and character concept art.

Black Rose Writing

Author

Reno, Nevada 2022 - Present

- SFF Novelist with a published, award winning novel.
- Marketing and coordinating social media and other advertising sources for literature and genre-oriented products.

Independent Development

Designer, Technical & Creative Writer

Reno, Nevada; 2020 - Present

- 12 shipped 3rd party TTRPG books with bestselling titles
- Systems design on TTRPG Products
- Character Design and World Building via TTRPG Products
- Editing and style guide creation

Professional Game Master

Game Master

Reno, Nevada; 2020 - Present

- Organize and run 2-3 weekly paid TTRPG sessions as a sole proprietor, juggling 12 to 15 players between various sessions.
- More than a dozen campaigns spanning multiple game engines created over the course of play (and before), with thousands of hours of experience facilitating players.