

Meghan Straus

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SUMMARY

Creative and detail-oriented narrative and content designer with 6+ years of experience working on a diverse range of projects, from AAA titles to board games and world-building ventures. Expertise in crafting compelling stories, character and quest design, cross-discipline communication, and experience working with proprietary tech and engines.

PROFESSIONAL EXPERIENCE

Content & Narrative Designer

Timonium, MD

Oxide Games

09/2019 – 05/2024

- **Developed compelling narrative content including ~500 quests and accompanying dialogue**, ensuring engaging player experiences throughout gameplay and maintained consistent writing style and tone with other narrative designers for the AAA title “Ara: History Untold”.
- **Developed UX and Tooltips** to perfect player messaging and impart gameplay information in a fun, compelling, and informative manner.
- **Researched and authored ~100 articles** for an in-game encyclopedia covering everything from aspects of the game’s core functionality to prominent historical events throughout history.
- **Created and maintained design documentation for game mechanics**, facilitating clear communication and effective implementation by multiple disciplines.
- **Worked closely with external advisory group** to collect feedback, analyze data, and disseminate information to internal teams for continuous game improvement **leading to increased play time and player engagement metrics**.
- **Wrote spec documents and worked with engineers to develop several quest exporter tools** and implement new gameplay hooks for use in various systems by multiple disciplines.
- Engaged with the community via Developer Diaries. (<https://youtu.be/BdYfKxKSW6E>)

RELEVANT COURSEWORK

Teaching Assistant, Hampshire College

Fall 2014 & 2016

- Rob Daviau & Ira Fay’s “Tabletop Game Design” & “Intro to Game Design” courses.

EDUCATION

Hampshire College

Amherst, MA

Bachelor of Arts, Game & Character Design

05/2017

SKILLS

Hard Skills

Narrative Design, Content Design, Quest Design, Dialogue, Decision Trees, Storytelling, Worldbuilding, Design Documentation, Cross-Discipline Communication, Rapid Prototyping.

Tools & Software

Autodesk Maya, Microsoft Office Suite, Twine, Miro, Unity, Unreal Engine, Arcweave, Visual Studio 2019, Adobe Creative Suite, Atlassian, Azure Dev Ops, Perforce.