



**Senior Narrative Designer** with over twenty years of experience leading teams of game developers through the creation of interactive stories for video games from concept to completion.

# Ed Kuehnel

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## Skill Highlights

- Mentoring novice narrative designers.
- Galvanizing game developers around a shared narrative vision.
- Troubleshooting narrative for games in production.
- Comedy writing.
- Extensive experience with original IPs and licensed properties.

## References

- Endorsements can be found on my [website](#) and [LinkedIn profile](#).

## Awards

- *Valiant Hearts: The Great War* (Ubisoft) “Best Narrative” 2014 The Game Awards.

## Experience

4/2020 to 10/2021

### Narrative Director – Mobile Game Doctor

- Assessed the needs of clients and their projects for a mobile game consultancy; mapped out solutions and strategies for stalled or incomplete narratives.
- Managed efforts of narrative designers across multiple projects.
- Mentored writers new to the field of narrative design.
- Served as Creative Director for *The Goldbergs: Back to the 80's*; created original stories under the direction of showrunner Adam F. Goldberg.

2006 to present

### “Narrative Paramedic” – Freelance Narrative Designer

- Worked with game publishers and developers on the creation of story, narrative design, and dialog for projects in all phases of production.
- Troubleshot existing narratives to reverse-engineer solutions for games in mid-production.
- Consulted on over eighty projects for a diverse group of publishers and developers on a wide variety of platforms and technologies (complete list of works [here](#)).
- Former Freelance Contributor to *The Onion*.

1/2001 to 01/2006

### Senior Narrative Designer - High Voltage Software

- Led the creative process for the studio’s first story-centric game, *Leisure Suit Larry Magna Cum Laude*, which was nominated for a Game Developer’s Choice Award for “Best Writing” (2005).
- Collaborated with programmers on the creation of tools to manage narrative assets and streamline the narrative pipeline.
- Created a writers’ room to facilitate a fair, efficient, and collaborative editorial process.
- Directed hundreds of hours of motion capture and voice-over sessions.