



# Kyle McArthur

Pixel Artist, Game Designer, Writer

California, USA

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## SUMMARY

Knightly pixel ostriches storm the castles of mischievous rat packs; witches with enormous mallets play golf with adorable exploding slimes and skeletons; an epically tiny firefright rages on a follicle of arm hair; and personalized robots beat each other to a pulp in a futuristic death-sport arena. These are only a handful of the experiences I've shaped with my designs, writing, and art. I love games to my core, and I want nothing more than to spend my time making awesome experiences for players to explore.

## SKILLS

- 15 years of creative writing experience in games, poetry, theater, short stories, and film.
- 14 years of experience designing, playing, and testing content for tabletop role-playing games with branching and interactive stories.
- 11 years of experience designing card games, board games, and video games.
- 10 years of experience with pixel art and animation.
- 5 of my theatrical plays have been staged in full productions.
- Experienced in running solo and group play tests.

## EXPERIENCES

### Pixel Artist, Game Designer, Writer - Freelance - January 2014 - present

I work as a contractor for clients on their video games, either for one-off pieces or as a member of the development team. I also design card and board games independently.

- Notable contracts: Lead Pixel Artist for "Tower Swap", Lead Pixel Artist for "Project Daevinia", Lead Pixel Artist & Game Designer for Extrokold Games' "Galatia", Lead Pixel Artist for "Heroes for Hire", and Lead Pixel Artist & Game Designer for Señor Wooly's "La Rocola del Sr. Wooly".
- Pixel art portfolio: <https://kylemcarthur.com/>

### Writer - Freelance - March 2013 - January 2014

Features, news, opinions, poetry, theatrical plays, short stories, game scripts, game design analysis, SEO, video scripts, content and copy, and likely anything else you have to throw at me.

- Examples of my game industry writing: <http://rolltonotdie.tumblr.com/>
- Examples of my creative writing: <http://tractorbeamtuesdays.tumblr.com/>

### Writer - Nerd Reactor - <http://nerdreactor.com/> - April 2013 - January 2014

Gaming news, opinions, and features for Nerd Reactor, a site for geek culture through videos, comics, games, and more.

- Articles: <http://nerdreactor.com/author/kylemcarthur/>

### Game Design Intern - Say Design - Irvine, California - March 2013 - December 2013

Intern team's designer to create game proposals, GDDs, mechanics creation and refinement, game direction.

- Notable projects: "Minion Mayhem", "Little Kaiju", and "Space Disco Monkey".

### Game Writing Intern - Say Design - Irvine, California - 2010 - 2011

Intern team's writer to create the script for a cinematic trailer and solo worker on an introduction sequence.

- Notable projects: "Nanotroopers" and "Minion Mayhem".

## EDUCATION

### Whittier College - Whittier, California - 2010 - 2012

Studied English with a Creative Writing emphasis.