

Som Chhun

Game Designer & Writer

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A self-motivated, goal-oriented Game Designer & Writer with experience working with industry-standard narrative tools to implement conversational logic and dialogue. Passionate about role-playing games and immersive narrative-focused games.

HIGHLIGHTS

- **Gold Winner** in the GDC 2024 Narrative Review Competition, showcasing analytical and critical storytelling abilities
- Developed and published **4 complete independent projects** to itch.io and other game hosting sites
- Delivered polished content under tight deadlines for global events like Global Game Jam and Pirate Jam, showcasing **adaptability and efficiency**.
- **Published several creative writing works** featured in the QU Chronicle and Montage Literary Magazine.

PROFESSIONAL EXPERIENCE

December 2023 – Present

Narrative Designer & Writer

Studio Ramble - "Syndicate", Several In-Progress Projects

- Managed and maintained a living Confluence Wiki to track narrative and game design progress, **increasing team productivity by 30%**.
- Crafted key narrative elements for enemy factions, side characters, playable characters, and worldbuilding, contributing to the **depth and richness** of ongoing projects.
- Created cinematic sequences using Cinemachine and Timeline, including a cutscene to introduce the first boss, **enhancing the game's narrative delivery**.

January 2023 – Present

Writer, Producer

Freelance - "Renegation", "Social Blooming", "PostalHaste", "Jest or Die"

- Designed and implemented **80+ narrative-driven quest objectives**, enhancing player engagement and story immersion.
- **Collaborated closely** with programming and art teams to **integrate narrative systems** seamlessly, ensuring a cohesive and engaging player experience.
- Delivered polished, playable games under tight single-week deadlines for **high-profile Game Jams** such as the Global Game Jam and Pirate Jam 2024.

January 2022 – December 2022

Game Designer & Writer

Rogue Lineage Studios - "Dead on Arrival"

- Designed and implemented an interactive narrative delivery system through the use of randomized spawns for collectible 'intel' notes, **enhancing player retention and narrative engagement by 60%**.
- Operated within the existing narrative framework as defined by the lead Narrative Designer, contributing to the overall **narrative cohesion and consistency** of the project.

January 2022 – August 2022

Producer

Freelance - "Adventurer's Guild Manager"

- Directed several **multi-disciplinary teams** through complex project lifecycles, successfully launching products on time.
- Implemented Agile workflows to **reduce project timelines by 25%** and improve coordination among creative, technical, and account teams.
- Managed budgets, schedules, and team communications using tools like **Trello and Jira**, ensuring consistent progress and quality.

EDUCATION

Sept 2021 - May 2024

Quinnipiac University

BA in Game Design, Narrative Concentration

Proficiencies

Unity 2D/3D - 6 Years of Experience

articy:draft X - 4 Years of Experience

Unreal Engine - 2 Years of Experience

Microsoft Suite - 10 Years of Experience

Twine - 2 Years of Experience

Jira - 2 Years of Experience

Confluence - 3 Years of Experience

Blender - 1 Year of Experience