

AJ Roll

Seattle-based game artist and writer passionate about collaboration and bringing ideas to life for 4 years.

Projects

[Somatikos](#) — *Fan Game*

Bizarre adventure game exploring the human body and what it means to be human, made for the Yume Nikki Dream Diary Game Jam alongside 2 other artists. Produced concept art of the game's main character and its 8 evolutions, 4 NPCs, 3 items, and 5 level designs. Also acted as team lead and head programmer.

[FetchOS](#) — *Senior Thesis*

Puzzle simulator game about a hunt for lost media. Produced concept art, UI design, 3D character models, playtesting, and programming in Godot. Also acted as creative director for collaborators—recruiting 7 artists, communicating goals, giving feedback and setting deadlines within a year-long production phase.

[R-eject](#) — *Game Jam*

Satirical visual novel game made for the 4-week "Worst Visual Novel" 2026 game jam. Alongside 3 other artists, acted as team lead, head writer, and environment artist. Created 6 photo-bashed environments, and 40-pages of dialogue and direction.

Fallowed Ground — *Renpy Game*

Narrative lead and secondary artist for D&D-like Fantasy RPG with anti-technology themes. Working with 16 artists and writers over 8 weeks, wrote story outline and 3 pages of character scripts for 4 characters used in engine and voice over work, and produced art for boss character and environments.

Canned Fish Project — *Collaborative Studio w/[Blind Tiger Design](#)*

Worked with Blind Tiger Design to come up with a line of canned fish for their client, Wild Alaskan Company. Organized in teams of 5 to design packaging and branding for retail, by conducting extensive research, user testing, and client feedback sessions.

[Haunting Season](#) — *Senior Thesis*

Associate producer and set designer for mixed-media trailer for horror/romance game. Wrote 2 pages of dialogue scripts and workshopped scenes with director to effectively deliver plot information.

CONTACT

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[Website](#)

EDUCATION

Cornish College of the Arts – BFA in Game Art

Sept 2023 - May 2026

Skagit Valley College – Associate of Arts

Jul 2021 - Jun 2023

SKILLS

Dialogue writing

Illustration

Graphic Design

Narrative Design

Puzzle Design

Storyboarding

Screenwriting

TOOLS

Adobe Creative Suite

Blender

Figma

Godot Engine

MS Office

Trello

Twine