

# JENNIFER STIENSTRA

## NARRATIVE DESIGNER AND WRITER

Compassionate narrative designer  
and writer dedicated to crafting  
inclusive and fun stories

### TOOLS

- Twine
- Unity
- Celtx
- Trello
- Asana
- Slack
- Google Suite
- Microsoft Office
- Sourcetree

### ACCOMPLISHMENTS

- Co-panelist on "The Realities of Creating LGBTQ + Content in Games" at PAX East 2020
- Spoke at #allyTO Gaming in 2019
- Games featured in mainstream games press and multiple international showcases
- Received scholarships from DMG and Microsoft to attend GDC

### EDUCATION

Sheridan College

Bachelor of Game Design | 2019

Diploma of Print Journalism | 2015

### CONTACT DETAILS

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[jenniferstienstra.com](http://jenniferstienstra.com)

[LinkedIn](#)

## EXPERIENCE

### Storytelling

- Researched and developed interactive leadership training modules based on historical events (Heroic Age of Exploration)
- Experienced in world building, environmental storytelling, and dialog
- Practiced in writing for linear and non-linear games
- Written serious, comedy, and light romance dialog for multiple titles
- Developed characters, overarching narrative, and game mechanics
- Performed narrative and gameplay testing
- Tracked story continuity
- Created marketing materials for retail and hospitality

### Game Development

- Project Manager for Mixed Reality project, Booyo Park, overseeing team of 5 with remote team members for 12 months
- Experienced with prototyping, user experience, and running playtest sessions
- Developed 5 student game projects during Bachelors in Game Design Program at Sheridan College
- Created properly formatted design documents with references, metrics, diagrams, story, and requirements
- Executed a high concept all the way to a finished product
- Identified and solved game design issues

### Collaboration

- Remotely developed with small and medium-sized teams through online meetings and messaging
- Crafted pitch documents and writing treatments for TimeStory Pictures - synthesizing existing storylines into presentation material
- Year-long collaborative project for Booyo Park
- Ability to deliver and receive constructive feedback
- 10+ years experience in retail as front facing customer service - skilled at conflict resolution, problem solving

## CAREER HISTORY

### Freelance Narrative Writer and Researcher

Learn2 | 2019 - 2020

### Writer - Unreleased Drama Title

TimeStory | 2019

### Writer - Glö Phlox

Collective Developers | 2019

### Project Manager + Designer - Booyo Park

Hexabyte! | 2018 - 2019

### Narrative Designer + Writer Intern - Unreleased Drama Game

Embreate | 2018