

# Jennifer Stienstra

## Narrative Designer & Writer

jenniferstienstra.com jenniferstienstra@gmail.com linkedin.com/in/jenniferstienstra

### Profile

**Compassionate** narrative designer and writer. A proud part of several successful games that were showcased at several events in both Canada and the US. Highly **flexible**, a team player, and can **quickly adapt** to various working environments. Knowledgeable in numerous writing and game development applications such as Celtx, Twine, and Unity.

### Achievements

- Co-panelist on "The Realities of Creating LGBTQ+ Content in Games at PAX East 2020
- Spoke at #a11yTO Gaming in 2019
- Co-organized a **Game Accessibility Mini-Summit** and gave a talk at the event in 2019
- Released first Steam game, Glö Phlox, in 2019
- *Appeeling Personality* was **featured** on Kotaku in 2018
- **Hosted** a dating sim workshop with Dames Making Games in 2017
- Selected to **showcase** games at multiple conferences including QGCon 2017, TCAF 2017, Bit Bazaar 2017/2018, and Dreamhack Winter 2019

### Relevant Experience

#### **Learn2 - Freelance Narrative Writer and Researcher (2019-2020)**

While under contract at Learn2, I was responsible for research and writing for one of their interactive experiences. I also did some transcription work for them.

#### **Unreleased Title - TimeStory Pictures - Writer (2019)**

I worked as a contract writer for TimeStory Pictures, a television production company. I was responsible for preparing pitch documents and writing treatments for one of their television shows so they would be ready for producers.

#### **Glö Phlox - Writer (2019)**

I worked as a writer on a Metroidvania called Glö Phlox. Development was done remotely, and I collaborated with the rest of the team through online meetings and messaging on Discord.

#### **Booyo Park - Hexabyte! - Project Manager + Designer (2018-2019)**

Our team was sponsored by Shadow Factory to create a VR/MR experience. My responsibilities included managing tasks for the team, communicating with the team as well as our sponsors in Hong Kong, prototyping, user experience, and documentation.

#### **Unreleased Title - Embreate - Narrative Designer + Writing Intern (2018)**

I worked at Embreate as an intern on an unannounced narrative-driven game. Was responsible to help develop the characters, the overarching narrative and mechanics associated with it, and writing dialogue.

#### **Appeeling Personality - Writer (2018)**

A visual novel made in 48 hours at TOJam. I was responsible for writing and editing the dialogue.

### Education

Sheridan College

- **Honours Bachelor of Game Design** (2015-2019)  
*Learned how to make games, as well as work well with groups, and deliver and receive good feedback.*
- **Diploma of Print Journalism** (2013-2015)  
*Learned how to be brief and concise in writing and how to work under tight deadlines.*

### Skills

- **4+ years** of writing experience.
- **3+ years** experience of designing and developing games.
- Knowledge of **Unity, Slack, Celtx, and Twine**.
- Used to working under tight **deadlines**.
- Experience in different **kinds of writing**, including game writing, scripts, and articles.
- 5+ years of **marketing** experience.