



# HANK WHITSON

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## WRITER & DESIGNER

## EXPERTISE

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### SPECULATIVE FICTION

I specialize in worlds that play by different rules from our own. Let's talk magic systems. Trade notes on advanced, alien technologies. Tell me how superheroes are policed in your world. Let's swap bestiaries. Writing stories that deserve their own Dungeon Master's Guide is my passion, and I would be delighted to help develop your universe.

### NARRATIVE FRAMEWORK, PLATFORMS, AND PLOT BIBLE DEVELOPMENT

Narrative problems excite me, and I have a lot of experience solving them. Whether you are looking for the perfect platform for telling a story, charting the right rollout for plot beats, planting easter eggs in a sprawling transmedia franchise, or simply having trouble with character motivations, I can help, and I'm eager to get started.

### GAME DESIGN

Trying to capture the spirit of a story, or complex concepts with game mechanics? Don't settle for a shallow graphical skin. From navigating a love triangle to investigating a dark web murder-for-hire network, to arguing with your landlord about late rent, I have designed gameplay that explore unusual problems and deep relationships.

## EXPERIENCE

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### WRITING & COMPOSITION

- 10+ years fiction writing
- 10+ years entertainment journalism
- 6 years plot bible development
- 6 years design documentation
- 6 years copywriting
- 6 years meeting notation
- 6 years Instructions, directions
- 4 years technical writing (games)

### DESIGN

- 8 years narrative design
- 8 years game design
- 6 years live event design
- 6 years contest and puzzle design
- 6 years marketing and promotional concept development and design
- 4 years digital/paper playtests and prototyping

### PROGRAMS

- 20+ years of MS Word
- 10+ years MS PowerPoint
- 8 years Google Docs and Drive
- 4 years Google Sheets and MS Excel
- 4 years Adobe Photoshop
- 4 years Adobe Illustrator
- 2 years Adobe InDesign
- 4 years Tabletop Simulator (design)

### EDITING

- 10+ years content critique and editing
- 10+ years copy editing
- 2 years content localization

### MANAGEMENT & MISCELLANEOUS

- 2 years project management
- 2 year community management
- 4 years web Q&A and bug testing

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3214 Royal Oaks Drive, Duarte, California, 91010



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## WRITER & DESIGNER

## EMPLOYMENT

### **FREELANCE | October 2017 to Present | Southern California, Remote**

- Narrative design, brand/plot bible production, concept development, and writing with 42 Entertainment on 2 confidential projects.
- Narrative design, concept creation, and writing with Spinmaster for a narrative-driven board game project.
- Composing promotional social media content for small healthcare practices and medical professionals for the PatientPop growth platform.
- Finished an urban fantasy novel, TRESPASSERS (465K words); currently seeking an agent or publisher.

### **42 ENTERTAINMENT | May 2012 to October 2017 | Burbank, CA**

- Joined as a Jr. Experience Designer, progressing to Assoc. Experience Designer in 2013, then Assoc. Narrative Designer in 2014 and Narrative Designer in 2016.
- Duties varied wildly by project, but always entailed concept design, development, and execution for marketing campaigns, as well as writing, and narrative design.
- Project History: Random Acts of Fusion (Ford, 2012-2013), inFAMOUS Second Son: Paper Trail (Sucker Punch Productions, 2013-2014), Dig Decoded (USA Network, 2015), Zedd True Colors (Zedd, 2015), Voyagers (Random House, 2014-2016), RAM transmedia plot bible (Ideate Media, 2015-2016), The Order of 10 Challenges (NVIDIA, 2016), and The Secret Order of Keys (Loot Crate, 2017).

### **PRIOR EMPLOYERS, PARTNERS, AND COLLABORATORS**

GEORGIA INSTITUTE OF TECHNOLOGY | GAMEDESK INTITUTE  
| BARNES & NOBLE BOOKSELLERS | REGAL ENTERTAINMENT

## EDUCATION

### **GEORGIA INSTITUTE OF TECHNOLOGY**

- Graduated 2012. MS in Digital Media with focus in Video Game Design and Criticism
- Entertainment Editor of the award-winning student newspaper, The Technique

### **UNIVERSITY OF CALIFORNIA AT IRVINE**

- Graduated 2010. BA in English with special departmental emphasis in Creative Writing

**ETC.**

### **HOBBIES & INTERESTS**

- Anime • Comics • Cosplay • Genre fiction (fantasy, science fiction, and mystery)  
• Mixology • Skiing • Tabletop roleplaying, board, and card games • Video games

#### **LANGUAGES**

- 5 Years Spanish
- 1 Year Japanese

#### **PERFORMANCE EXPERIENCE**

- 7 years ballet
- 3 years pas de deux
- 4 years modern dance
- 3 years jazz

#### **SOCIAL MEDIA**

- @Sarcasmancer - Twitter

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