



HANK WHITSON

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EXPERTISE

PROFESSIONAL SUMMARY

Professional fiction writer, narrative designer, and content creator, specializing in transmedia and episodic storytelling. Versed in multiple formats of writing including prose, scripts, blogging/journalism, and academia across traditional and digital platforms. An experienced world-builder and character creator with a talent for memorable personalities and coherent, emotionally resonant narratives. Punctual, persistent, and thorough. Highly motivated and hungry for more collaboration.

CREATIVE ACUMEN

- Creative writing
- Intellectual property & concept development
- Thematic research
- Media and genre literacy
- Structural and content editing
- Tonal adjustment and refinement
- Experience design (puzzles, game mechanics, and live events)

TOOLS & TECHNICAL ABILITIES

- Microsoft Office superuser
- Google suite
- Adobe CS (Acrobat, Illustrator, InDesign, and PhotoShop)
- Wordpress
- Asana
- Slack
- Discord
- Tabletop Simulator

MISCELLANEOUS SKILLS

- SWOT Analysis
- Spanish (5 yrs)
- Japanese (1 yr)

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY (2012)

- MS in Digital Media
- 3.90/4 GPA
- Completed thesis paper on literary analysis of video games

UNIVERSITY OF CALIFORNIA AT IRVINE (2010)

- BA in English
- 3.78/4 GPA
- Completed departmental emphasis in Creative Writing

EMPLOYMENT

FREELANCE WRITING & NARRATIVE CONSULTING | OCTOBER 2017 — PRESENT

- Creator and author of **Anno Amagium** (Patreon-supported weekly web serial) since 2022
- Freelance **Features and Interview Writer** for **Game Rant** since 2020
- **Lead Interactive Writer** and **Live Social Media Writer** for **Definitely Real's** alternate reality cinema and transmedia experience, *I Dared My Best Friend to Ruin My Life* in 2019
- Architect and consulting writer of the IP bible for **Tyra Banks' Modelland** transmedia franchise and location-based experience in 2018-2019

42 ENTERTAINMENT | MAY 2012 — OCTOBER 2017

- Progressed from **Jr. Experience Designer** to **Associate Narrative Designer** to **Narrative Designer**
- Designed puzzle suites, game mechanics, and social media contests to maximize audience engagement with alternate reality games (ARGs), transmedia promotional campaigns, and user retention programs
- Developed narrative premises and authored in-universe websites, viral scripts, and traditional fiction
- Campaigns & projects included:
 - Random Acts of Fusion* (Ford) | *inFAMOUS Second Son: Paper Trail* (Sucker Punch Productions)
 - Dig Decoded* (USA Network) | *Zedd True Colors* (Zedd) | *Voyagers* (Random House)
 - RAM Transmedia Franchise* (Ideate Media) | *The Order of 10 Challenges* (NVIDIA)
 - The Secret Order of Keys* (Loot Crate)