



Jordan Jones-Brewster

Writer/Narrative Designer

CONTACT

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SKILLS

Unity
Inkle
Final Draft
Unreal Engine
Administrative Experience

Projects

- We Should Talk: 3D Branching Narrative Game about exploring communication issues in romantic relationships through text messages.
 - Designed revolutionary dialogue system that innovates the way players interact with narrative.
 - Wrote and designed dialogue for branching narrative in a 20 minute experience.
- Placeless: VR Experience about exploring safe spaces created for people undergoing mental health recovery.
 - Wrote and recorded character dialogue.
 - Maintained development blog.
- A/S/L:Just Chatting: 2D Branching Narrative game about the struggles of being a video game streamer of color.
 - Designed narrative choices based off of emoji.
 - Wrote character dialogue using Ink.
- Unannounced Deep Silver Volition Project:
 - Wrote and edited comedic and combat dialogue.

EVENTS

- Independant Games Festival: Honorable Mention
- Oculus Launchpad 2018: Participant
- Bit Bash 2019: Exhibitor
- PixelPop Festival 2019: Session Manager
- Different Games Festival 2018: Invitee
- Game Dev of Color Expo 2018: Volunteer

EDUCATION

- Master of Fine Arts: Game Design
New York University Tisch School of the Arts: May 2019
- Batchelor of Arts: Environmental Studies
Pace University: December 2013