Robert Shannon
NARRATIVE DESIGNER & WRITER

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PROFESSIONAL EXPERIENCE

THE INITIATIVE | PERFECT DARK
SENIOR NARRATIVE DESIGNER   DECEMBER 2020 – JULY 2025

- *Owned and developed two campaign missions through planning in Mural & Excel, scriptwriting in Final Draft, to final implementation using Unreal 5 Blueprints, Sequencer & in-house narrative tools.*
- *Collaborated with all disciplines to lead the design of narrative features, including barks system, collectibles system, scripted dialogue system, and a dynamic, opt-in method of serving hints.*
- *Acted as an implementation leader, establishing best practices, writing documentation, and training junior designers on the use of Blueprint, Sequencer, and in-house tools.*
- *Collaborated with writers and creative leadership to develop main story and characters.*
- *Wrote over 1000 lines of level dialogue—including critical path, overheards, in-game cutscenes & hints—iterating regularly according to feedback.*
- *Wrote over 900 lines of barks for three complete characters and designed voices for all enemy archetypes.*

THE COALITION | GEARS 5
JUNIOR NARRATIVE DESIGNER   AUGUST 2017 – NOVEMBER 2020

- *Implemented dialogue for both linear and open-world campaign missions in Unreal Engine using Blueprints, Sequencer, and in-house narrative tools for both Gears 5 and Gears: Hivebusters.*
- *Wrote and implemented barks for over twenty-five unique characters for campaign and multiplayer modes.*
- *Designed, wrote, and implemented over eighty collectibles, coordinating with art to plan all required assets.*
- *Collaborated with multiple disciplines to develop the "Lost Outsiders" open world side quest.*
- *Designed, wrote, and implemented over fifteen new bark events to support the title's PVE mode: Escape.*

THE COALITION | GEARS OF WAR 4
QUALITY ASSURANCE TESTER   APRIL 2016 – JULY 2017

- *Ad-hoc testing with an emphasis on audio and narrative.*
- *Established new white-box processes for efficient testing of narrative and audio content.*
- *Provided training and mentoring for new hires and wrote onboarding documentation.*

EDUCATION

VANCOUVER FILM SCHOOL, GAME DESIGN PROGRAM
MAY 2015-APR 2016

Graduate of honors.

LANGARA COLLEGE, ASSOCIATE OF ARTS PROGRAM
2012-2013

Graduate of honors.