

ANDREW AUSEON

WRITER / DESIGNER / PRODUCER

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EXPERIENCE

SENIOR WRITER & NARRATIVE DESIGNER

2018 - present

LOREBOMB NARRATIVE || WASHINGTON, DC

Clients include: Deck Nine, Telltale Games, DONTNOD, King, Big Huge Games, THQ Nordic, Mohawk Games, Modus Games, Sparkypants Studios

Narrative Leadership—Support leadership teams in pitching new projects, identifying creative goals, and mentoring young design talent

Writing—Compose, revise, and finalize all original game narrative, including dialogue, cinematics, UI text, and design documentation

Creative Production—Facilitate implementation of writing content via tools, scripting, VO direction, localization, and other methods

CREATIVE PRODUCER

2015 - 2018

SPARKYPANTS STUDIOS || BALTIMORE, MD

Coordinated between development team and foreign publisher to build and release a live PC title in new IP

Production—Prepare proposals, budgets, and milestone schedules for teams across different disciplines

Management—Manage a team of content creators and programmers to achieve regular development deadlines

Design—Serve as primary writer and narrative designer for studio projects

SENIOR NARRATIVE DESIGNER

2012 - 2013

IMPOSSIBLE STUDIOS (EPIC GAMES) || BALTIMORE, MD

Provided creative direction and design for AAA mobile game in bestselling franchise, and devised and pitched new projects

Creative Direction—Acted as narrative lead, guiding design and working with designers, artists, and programmers to shape game direction

Design—Design and implemented all in-game items and weapons, balancing game systems and features

Writing/Implementation—Created narrative and cinematic content using development tools and cinematic systems

LEAD NARRATIVE DESIGNER

2011 - 2012

BIG HUGE GAMES || BALTIMORE, MD

Managed and led a team of narrative designers responsible for AAA-quality video game and DLC packs

Management—Led team of six narrative designers, and worked with other departments and studio heads to ensure quality of IP fiction, game story, and overall narrative

Design—Acted as narrative vision holder, creating high-level designs and working with fellow designers, artists, and programmers to shape the game direction

NARRATIVE DESIGNER

2006 - 2010

WORDS & NUMBERS || BALTIMORE, MD

Wrote and edited original content for educational publishers and coordinated with clients and contractors. Clients included Houghton Mifflin, Harcourt, Jamestown, McGraw Hill, and Texas Instruments

SENIOR RESEARCHER

2002 - 2004

THE HISTORY FACTORY || BALTIMORE, MD

Researched, wrote, and provided services for high-profile clients such as BlueCross/BlueShield, Subaru, McDonald's, and Brooks Brothers

EDUCATION

2002-2004

M.F.A. CREATIVE WRITING

Vermont College of the Union Institute, Montpelier, Vermont

2002-2004

B.A. CREATIVE WRITING

Ohio University, Athens, Ohio

VIDEO GAMES

- **Unannounced Projects** (various)
- **Mind Over Magic** (Klei, 2023)
- **The Expanse** (Telltale Games, 2023; consoles, PC)
- **Kingdoms of Amalur: Fatesworn** (THQ Nordic, 2021; consoles, PC)
- **Cris Tales** (Modus Games, 2021; consoles, PC)
- **Old World** (Epic Games, 2021; PC)
- **The Elder Scrolls: Legends** (Bethesda, 2018; PC, iOS, Android)
- **Dropzone** (Gameforge, 2017; PC)
- **Kingdoms of Amalur: The Legend of Dead Kel** (EA, 2012; consoles, PC)
- **Kingdoms of Amalur: Reckoning** (EA, 2012; consoles, PC)
- **Age of Empires III: The Asian Dynasties** (Microsoft Game Studios, 2007; PC)
- **Numerous mobile titles** (additional information by request)
- **Cancelled and unreleased projects**

NOVELS

- **Spellbinders 2** (forthcoming 2024)
- **Spellbinders: The Not-So-Chosen One** (Penguin/Random House, 2023)
- **Freak Magnet** (HarperCollins, 2010)
- **Alienated** (w/Academy Award-winning filmmaker David O. Russell; (Simon and Shuster, 2009)
- **Jo-Jo and the Fiendish Lot** (HarperCollins, 2009)
- **Funny Little Monkey** (Harcourt, 2005)

HONORS || AWARDS

- Numerous video game awards, monthly selections, and high scores
- 2010 Bank Street Best Book of the Year
- 2010 Cybils Award nominee
- 2010 ALA Best Fiction for YA nominee
- 2005 Borders Original Voices finalist
- 2005 ALA Best Fiction for YA nominee

PRESENTATIONS

- NY Comic Con
- Wizard World Comic Con
- Society of Children's Book Writers & Illustrators
- ALAN Workshop
- Baltimore Book Festival
- Virginia Festival of the Book