Keltie Wright

Writer | Mission Designer

Keltie Wright

Ontario, Canada

1.905.531.3703
keltiewright@gmail.com
www.keltiewright.com

As a dedicated and self-driven individual that enjoys conducting research and telling stories, I am looking for the opportunity to help create unforgettable moments in games.

Work Experience

Sherpa Games: Nate's Nemesis: Monster Attack / Producer, Game & Level Designer

2016

Managed and coordinated a team of six to create a tower defense game built for IOS where you can play as Matt the squirrel turned monster by a freak accident in the Canadian hinterland, as he roams around the world destroying famous cities in his search for food. We were proud to come together as a team to successfully meet the client's desires.

Sheridan College/ S.I. (Supplemental Instructor)

2014-2015

Helped new students of the game design program understand programming logic using Processing 2.0; as well as reviewing content in a classroom like environment. The goal of S.I. is to find successful ways to help and encourage the students by providing a space where they have access to further resources, via the instructor, and feel comfortable enough to present their ideas and work collaboratively with their classmates.

Published Projects

Polish the Glass/ Writer & Designer

2018 | IFCOMP SUBMISSION 2018

It is an odd story about a child, a bar and something hiding in the glass. This interactive novelette was created over the course of a month to be entered in the Interactive Fiction Competition or IFCOMP in September of 2018.

Blade Runner 2049: Interactive Baseline Test/ Writer & Designer

2018 | WORDPLAY ENTRY 2018

Over the course of two days I wrote and designed a short interactive fiction in Twine based on the Blade Runner 2049 baseline scene with the goal of recreating the same atmosphere in the film. This tested both my ability to write for an existing franchise as well as my ability to work with

a short time frame.

Bespoke Games: James Madson in Drop Dead Gorgeous / Writer & Level Designer

2016-2017

As a team of three we worked to create a 2D narrative driven platformer where the player feels like they are a true detective. I am proud to say that we achieved this goal and were able to present at the 2017 Level Up Showcase and Comics X Games in Toronto, Ontario. Currently, it can be found on itch.io and has over 800 downloads.

Choros/ Writer & Level Designer

2016

As a team of 7, we created a narrative driven arcade game in 4 days as a part of our annual Sprint Weeks (Game Jams) at Sheridan College. The game was well received by our peers and mentors, with them noting that the game was very atmospheric.

One More Week/ Writer

2016

Created in one day "One More Week" is a Twine game where the player takes on the role of a high school student during their week of exams. The player is tested through a variety of narrative puzzles in the form of tests. As they go through their final week the player is exposed to the stress and emotional turmoil of a high school student as they watch their work and social life fall apart in front of them. Our goal was to evoke the feeling of sadness by way of some kind of puzzle, leading us to our narrative tests.

Relic Rally/ Texture & Concept Artist

2014-2015

Created by a team of 12 students using Unity, Relic Rally is a four-player arena fighter with mini-games thrown into the mix for some extra fun. It was entered in the 2015 Level Up Showcase where it made it to the top 20 out of 100 games and was votes 3rd in the People's Choice Award.

Education

Toronto Film School/ Writing for Film & TV

2019-PRESENT| TORONTO, ON

Currently pursuing an education in scriptwriting.

Sheridan College / BA Game Design

2013-2017| OAKVILLE, ON

Graduated with high honors spring of 2017. Classes covered a wide range of topics from non-linear storytelling to interface design for games. Everything we learn was put to the test through various game jams and group projects. In our third year we were afforded the opportunity to partake in an internship, allowing us to gain a better understanding of the industry we were going into.
GPA: 3.85

Honors, Awards & Showcases

2017 GDC PLATINUM NARRATIVE REVIEW: Received for written review of analysis of Oxenfree by Night School Studios, detailing key lessons learned from examining how the narrative and gameplay support one another.

2017 TORONTO LEVEL UP SHOWCASE: Presented Detective Madson in Drop Dead Gorgeous where we received positive feedback about the writing, art and feel of the game from the judges. We were proud to see that the majority of players were determined to solve the mystery culminating in play times from 30 minutes to 1 hour. In the end our game made it to the final round of judging.

2017 TCAF COMICS X GAMES: Detective Madson in Drop Dead Gorgeous was well received for its art style, fun controls and quirky atmosphere. Again we found that people were engaged enough to play for 30+ minutes at a time.

2015 TORONTO LEVEL UP SHOWCASE: We presented Relic Rally and were placed 20th out of 100 entries that year. We had a great time sharing our game with the attendees and were thrilled with placing 3rd in the People's Choice Award.