

# Emma Kidwell

Writer and Designer

422 West Patrick Street  
Frederick, MD 21701  
301-473-2458  
emmakidwell@yahoo.com

## EXPERIENCE

### **Gamasutra (UBM Games Network)— *Contributing Editor***

December 2017 - Present

Writes industry news and opinion pieces relevant to game developers. Schedules tweets for the Gamasutra Twitter account, and promotes archived talks from the Game Developers Conference (GDC) by writing up a short piece detailing the content.

### **VRDC (UBM Games Network)— *Content Editor***

May 2017 - January 2018

Wrote news relevant to the virtual reality industry through blog posts, created interview questions for VRDC conference speakers, drafted marketing copy to be used in email campaigns, covered the VRDC event and wrote up live coverage. In charge of posting content to the official VRDC Facebook and Twitter accounts.

### **Kill Screen— *Editorial Intern***

April 2016 - January 2017

Wrote news pieces weekly and feature pieces every quarter formatted using WordPress. Transcribed and conducted interviews with individuals in the games industry.

### **Freelance — *Freelance writer***

January 2016 - PRESENT

Wrote news, reviews, and opinion pieces for various publications like Waypoint, Polygon, Kill Screen, Unwinnable Magazine, The Verge, and Rock, Paper, Shotgun.

## EDUCATION

### **University of Baltimore— *B.S. Simulation & Digital Entertainment***

January 2015 - May 2017

Graduated with a 3.5 GPA and Cum Laude. Area of concentration was Games Writing, which focused on creating interactive narratives and learning the fundamentals of games journalism.

## SKILLS

Unity 3D, Twine, Inkle, Adobe Creative Suite, HTML/CSS, WordPress, Social Media/Community Management, Editing.

## AWARDS

Xbox Women in Games GDC Scholarship recipient, 2016.

Girls Make Games GDC Ambassador Scholarship recipient, 2017.

## LANGUAGES

English, native fluency.

Japanese, native fluency.

## PROJECTS

### **Well This Is Awkward, Nod If You Can Hear Me, Got A Light? — Twine games, Writer & Designer**

I'm writer and designer for several Twine games created in my spare time, and all are different in tone and content.

*Well This Is Awkward* is a comedy with a fail state exploring the awkwardness of buying condoms, *Nod If You Can Hear Me* is about anxiety over aging and watching loved ones succumb to dementia, and *Got A Light* is about two teenage girls having an intimate conversation over cigarettes.

Here are some publications that have written about my work:

[Polygon](#), [Kotaku](#), [Unwinnable](#), and [Cliqist](#).

### **Aethera Campaign Setting, Intrigue Manual — Tritarch Dominion, Contributing writer**

Has not been published yet. I was brought on as a freelancer to provide supplemental information for the Intrigue Manual, which delves into the political structures of the Aethera Campaign.

I was responsible for writing details about the Tritarch Dominion, the governing body in charge of Erathi citizens. This included explaining how their leaders governed, the history of those leaders, and their future goals.

### **Lost Memories Dot Net — Chat logs, Contributing writer**

I was brought on as a contributing writer to create chat logs between the teenaged character Nina and her online friends. Research was done to capture the tone of early 2000s chat speech and going through the project lead's notes to ensure accuracy.

### **State of Emergency — Comic book, Writer**

This project will be published in 2018. I was commissioned through Design By Humans to write a one shot comic script for a Twitch streamer named Sherif Eli, who plays a popular character from a *Grand Theft Auto V* online role-playing community.

My role was to draft a 12 page script in screenplay format. I was responsible for writing all dialogue and action.

Screenplay can be provided upon request.