

Jaden Powers

Narrative Designer

[LinkedIn](#) | [Portfolio](#) | [IMDB](#)
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Education:

Southern New Hampshire University
Manchester, NH
Master in Educational Studies | Expected June 2025

Full Sail University
Winter Park, Florida
Bachelor of Fine Arts, Creative Writing | March 2024

Key Skills:

Script Development	Grammar
Character Development	Task Delegation
World Building	Dialogue
Marketing	Creative Direction
Story Design	Ability Design
Copy Editing	Line Editing

Technical Skills:

Scripting Programs: Twine, Microsoft 365 Suite, Final Draft, Miro
Video Editing: Adobe Premiere Rush, Adobe Premiere Pro
Coding: Python, C++, HTML,
Game/Cinematic Engines: Unreal Engine, Unity, Blender

Writing Experience:

Powers, J. (n.d.). *Gods' Greed and Other Stories*. Jaden Powers.
Futura Games, *Shadows Are Alive*, 2024, Steam.
Kyrie Studios, *Pantheon Rift*, 2024, Steam & Epic Games.
Kyrie Studios *Unannounced Project*, (n.d.), Steam.

Professional Experience:

Narrative Design Lead

2021-Present

Remote at Kyrie Studios

- Leverage industry knowledge and emerging trends to build innovative quests and bring design concepts to fruition.
- Use coordination and planning skills to achieve results according to schedule.
- Identify issues, analyze information, and provide solutions to problems in game design, marketing, audio, and art departments.
- Copy edit pitch decks, GDDs, and NDDs for production companies.
- Collect and organize research, written communications, reports, and other documents to help peers stay on target.
- Research emerging trends regarding narratives in games and how narrative directly works with other departments to engage modern audiences.
- Create witty dialogue, dynamic cutscenes, and engaging gameplay sequences.
- Develop design deliverables that elevate, differentiate, and provide on-brand strategies.
- Design characters and locations for seamless incorporation into scripts and prose writing, gaining and influencing an audience.
- Build and distribute workload to the writing team, art team, and game designers to ensure that game production is moving toward goal completion.

SCRIPT DOCTOR/SUPERVISOR – CONTRACT

2024-2025

Independent at XYZ Productions/Rios Entertainment LLC

- Developed original scripts for short film projects based on the director's direction and feedback.
- Edited dialogue and action lines based on feedback from the actors and production crew.
- Edited scripts on demand during film shoots based on changes as needed within a quick timeframe.
- Directed actors and crew to stay on script during film shoots to maintain schedule.
- Maintained scene continuity for optimal production value.