

Daulton Scott – Game Writer & Narrative Designer

[Portfolio](#) | [LinkedIn](#)

SUMMARY

Previous Volunteer Manager and Community Educator looking to begin a career in Narrative Design. Is currently enrolled in the Game Design Postgraduate at George Brown College and has developed games beyond school, including a published D&D 5E Encounter in collaboration with the Storytelling Collective. Has experience in technical writing, communications, and content creation; is currently learning coding in C#, Ink, and Unity Engine.

PROJECTS

“The King’s Secrets” in *Collective Encounters Vol. VI* – Storytelling Collective (Published January 2023)

- Designed gameplay and narrative of a one-page encounter playable in Dungeons & Dragons 5th Edition
- Created during the month-long Write Your First Encounter workshop in October 2022

Paranoid – Portfolio Project (December 2022 – Present)

- Wrote the lore and overarching story for a first-person horror puzzle game
- Developed a setting that relied on environmental storytelling via puzzles, home décor, and easter eggs

Break The Card Tower – George Brown College Game Jam (November 2022 – Present)

- Acted as the Narrative Lead for the development of a rogue-lite deck-builder video game
- Created a narrative document and wrote the world lore, setting, characters, and card flavour text
- Collaborated with artists to develop the games visuals by writing art prompts for cards and the setting

Attack on Titan: Division – George Brown College Student Project (September 2022 – Present)

- Designed the gameplay for an Attack on Titan board game alongside fellow George Brown students
- Conducted source material research, designed card mechanics, and participated in group playtesting

Ways Away! – Portfolio Project (June 2022)

- Designed a tabletop prototype for a party game-inspired dungeon crawler with optional multiplayer
- Wrote a narrative wraparound for the game, in addition to profiles and barks for the playable characters

EDUCATION

George Brown College, Toronto, ON

- Postgraduate Certificate, Digital Design – Game Design (Expected Date of Graduation: August 2023)

York University, Toronto, ON

- B.A., Hons. Double Major, Social Science & Sexuality Studies (Date of Graduation: June 2017)

EXPERIENCE

Youth Assisting Youth (YAY), Toronto, ON

Volunteer Recruitment Coordinator (October 2019 – September 2022, 3 years)

- Onboarded 350+ volunteer youth mentors; oversaw the recruitment, screening, and training processes
- Created leadership development workshops for youth; topics included civic engagement and gamification

The AIDS Committee of Toronto (ACT), Toronto, ON

Totally outRIGHT Peer Recruiter (September 2017 – June 2018, 10 months)

- Recruited 30+ applicants for Totally outRIGHT via Facebook, Instagram, and Twitter marketing
- Assisted with on-site tasks, including setting up workshops and coordinating with guest speakers

The Ascend Network, Toronto, ON

Director of Mentorship (August 2016 – July 2017, 1 year)

- Developed the curriculum for a student leadership retreat, complete with workshops, activities, and games
- Managed a 30-person team of volunteer mentors and security staff before and during the retreat

SKILLS

Game Design | Narrative Design | Creative Writing | Technical Writing | C# | Ink (Scripting Language) | Unity Engine
Live Streaming | OBS | Social Media Marketing (Twitter, Instagram) | Discord Moderation | Microsoft 365 | G-Suite