

Aliza Pearl Kennerly

Game writer, narrative designer, editor, screenwriter

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AlizaPearl.com/game-writing-portfolio

Professional Summary

- Versatile writer, content creator, and performer across games, digital media, streaming, film, and television.
- Forward thinking, enthusiastic, and collaborative, with the ability to both lead and work independently.
- Passion for game/narrative design, genre storytelling, lore, and world building, particularly in sci-fi and fantasy.
- Full membership in Science Fiction and Fantasy Writers of America (SWFA).
- Recently accepted into and attended the first [Space Economy Camp for Writers](#).

Skills

- Storytelling, editing, and writing, with a strong foundation in story structure, character, and dialogue
- Narrative design, branching narrative, dialogue, barks, variables and counters
- Collaboration; Setting and meeting deadlines; Excellent verbal and written communication
- Leading, guiding, managing, and editing other writers on a team
- Equally comfortable with Windows and Mac OS; Microsoft Office; Google Drive; Adobe Creative Cloud; Trello, Asana, Motion, Notion; Twine, Ren'Py (Python); and enthusiastic adapter of new tech
- Basic Programming Skills; currently enrolled in an intro Java course, and previously studied basic C++
- Fluent in English and Spanish; Basic Mandarin Chinese

Relevant Experience

Freelance Game Writer:

- **Vesper (RPG video game creation platform)** Remote March 2023 - Current
 - Created and pitched original RPG fantasy video game concept for new game creation platform.
 - Created 4 player characters (PCs), locations, a system of magic, core storyline, NPCs, and puzzles.
 - Wrote and delivered game scripts with branching narrative; First episode of my original IP game "Chromagy" ships summer 2025.
- **StoryLoom (visual novel creation platform)** Remote September 2022 - December 2023
 - Contributing writer for StoryLoom closed and open betas.
 - Designed, wrote, and built original interactive narrative fiction using a proprietary story building web app.
 - Created alternate paths and choices through branching dialogue, variables, and counters.
 - My stories: Welcome to the Blood Bar and [Anaya the Hunter: Town on Fire](#).
- **Um, Actually (Dropout TV)** Remote September 2022
 - Trivia question writer for 8th season of pop culture game show.
 - Worked individually and on a small team to source pop culture facts, and create game show questions.
- **Anansi's Tapestry of Lives** Remote September 2022
 - Created an original NPC and wrote a description, bio, personality, quirk, driving goal, and monologue.
 - Recorded voiceover for original NPCs.

Creative/Narrative Director:

- **Vesper (game creation platform)** Remote May 2023 - December 2023
 - Pitched and developed an original multiplayer RPG fantasy video game concept, 'Chromagy', selected as the first closed beta for a new video game creation platform.
 - Designed 4 playable characters, locations, a magic system, core storyline, NPCs, and puzzles, establishing the game's foundation.
 - Authored and delivered game scripts with branching narratives, enhancing player engagement.
 - First episode of 'Chromagy' is slated to ship in 2025.

Director, Producer, Creator:

- **Ripley Improv's "Slay"** Los Angeles, CA February 2021 - July 2021
 - Conceptualized and directed a groundbreaking digital monster-hunting horror-light improv show, overseeing its development from concept to broadcast.
 - Developed comprehensive materials, including a lore document, show bible, and in-world graphics.
 - Designed gamified theatrical tools to enhance storytelling and audience engagement.
 - Collaborated with technical designers, visual artists, graphic designers, and performers.

- o Spearheaded a successful marketing campaign, creating social media content, artwork, and gifs.
- o Secured sponsorships and generated revenue, making it the company's first profitable show.

Professional TTRPG Writer / Dungeon Master: Los Angeles, CA August 2018 - Current

- o Craft engaging campaign story arcs, encounters, and challenges to captivate players.
- o Develop richly detailed NPCs with distinct biographies, objectives, personalities, voices, and skill sets.
- o Expertise in various game systems, ensuring accurate rule administration and narrative progression.
- o Design and manage short- and long-term campaigns, collaborating with players while prioritizing safety.

Producer of Live Play Content:

- **Streampunks, LLC** Los Angeles, CA February 2020 - May 2023
 - o Collaborated with co-producers to recruit TTRPG (tabletop roleplaying games) talent, develop campaign strategies, and maintain high-quality productions.
 - o Crafted campaigns that resonate with audiences, ensuring content relevance and community impact.
 - o Provided marketing guidance and support to social media managers, administrators, talent, and content creators, ensuring effective promotional strategies.

Writer of Nerdist News & Nerdist Presents:

- **Legendary Entertainment** Los Angeles, CA May 2017 - April 2019
 - o Crafted engaging daily scripts for Nerdist News, covering comic books, superhero movies, video games, scifi, fantasy, and animation, blending humor and analysis.
 - o Delivered high-quality writing consistently, meeting daily deadlines.
 - o Contributed to team brainstorming sessions, then independently wrote scripts within 2-hour timeframes.
 - o Collaborated on screenwriting for sketch comedy and branded content, ensuring cohesive tone/style.
 - o Developed targeted ad copy according to proposal specifications for prominent video game companies.

Co-Director/Producer, Improv Performer:

- **[The Improvised Generation](#)/Improv Studio** Los Angeles, CA September 2015 - 2020
 - o Directed, produced, and supervised live improv shows inspired by Star Trek: The Next Generation.
 - o Leadership in directing the ensemble, booking special event performances, and fostering partnerships.
 - o Developed and executed collaborative guerilla marketing strategies, leveraging social media, scifi fan groups, and word-of-mouth to drive engagement.

Education

Princeton University

Bachelor of Arts, Major in Comparative Literature (2004)

Minors: Theater and Dance; East-Asian Studies

Currently enrolled in Computer Science: Programming with a Purpose (Princeton course via Coursera)

Upright Citizens Brigade (UCB) - Los Angeles

Improv 101 - 401 Musical Improv (Tara Copeland)

Sketch 101 Mainstage performer

Improv Theatre

Studied and performed in several narrative improv genres, including: Jane Austen, Twilight Zone, Film Noir, Shakespeare, Buddy Cop, Quirky English Comedy, and RomCom.

The University of British Columbia - UBCx

Certificate in Video Game Writing Essentials