

Peyton Alexandra Epright

Game Writer | Narrative Designer

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SUMMARY

Game writer and narrative designer focused on story-driven games. Strengths include dialogue and character voice, quest and story structure, worldbuilding/lore, and transcreation for global audiences. Experienced iterating scripts from playtests and player feedback and partnering with design/level design to integrate story beats, UI adjacent text, and narrative systems into gameplay.

GAME WRITING & NARRATIVE DESIGN

Dialogue & character voice (scenes, barks, in-game text) • Quest, mission & branching narrative structure • Worldbuilding, lore, and terminology/consistency • Narrative tone ownership & style guides • Transcreation & narrative adaptation (global readability) • Narrative documentation (GDD sections, lore bibles) • Narrative implementation & UI adjacent copy • Playtest iteration & feedback-driven rewrites • Localization readiness (terminology, consistency)

EXPERIENCE

Founder & Narrative Designer — Indie Game Studio (In Development) 2021 – Present

- Accomplished a cohesive English narrative voice and tone as measured by consistent clarity and naturalness across player-facing text, by owning a narrative style guide and enforcing tone standards across main quests, dialogue, and worldbuilding text.
- Accomplished improved pacing, clarity, and emotional impact as measured by playtest outcomes and community insights, by rewriting and refining key story content through transcreation to strengthen global appeal for players.
 - Accomplished higher immersion and long-term engagement as measured by fewer narrative issues surfaced in user research, by diagnosing narrative friction and iterating structure, character arcs, and line-level dialogue.
 - Accomplished consistent and effective narrative implementation as measured by story beats functioning across quests, levels, and UI.
 - Accomplished localization quality and consistency as measured by reduced terminology drift across builds, by guiding localization teams with a glossary/term base, terminology standards, and workflow improvements.

Marketing Editor — Prairie Light Review, College of DuPage Jan 2022 – Jun 2022

- Accomplished publish-ready editorial consistency as measured by clear, on-brand digital and print deliverables, by editing/proofreading to uphold style standards and quality benchmarks while coordinating workflow tracking.

SELECTED PROJECTS

Peasant Pact (Bogvale Bumpkins) — Multiplayer action roguelite — Narrative Designer / Project Lead

- Authored worldbuilding and narrative scripts.

Selenophobia — Narrative-focused vertical slice — Lead Narrative Designer

- Developed story structure, dialogue, and thematic direction.

Dimensional — Visual novel prototype — Narrative Designer

- Built branching narrative structure with 1+ hour runtime.

Requiem — Narrative GDD & UE5 prototype (In development) — Narrative Designer

- Solo narrative ownership and implementation.

EDUCATION

BSc/BEng (Hons) Gameplay Design & Production (In Progress)

Staffordshire University — Stoke-on-Trent, UK

Minor: English (Creative Writing)

College of DuPage — Glen Ellyn, IL, USA

TOOLS

Unreal Engine • Narrative scripting tools • Microsoft Office • Jira • Adobe Photoshop

LANGUAGES

English (Fluent) • French (Intermediate) • Italian (Basic)