

# KONRAD HUGHES

## NARRATIVE DESIGNER

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Highly skilled and passionate video game **Narrative Designer** and **Writer** with a deep commitment to crafting immersive and emotionally engaging story-driven content. Prolific Dungeon Master and interactive storyteller, creating captivating narratives and fostering memorable player experiences. Adaptable, creative, and detail-oriented, consistently delivering high-quality content within tight deadlines.

### Work Experience

#### **Narrative Designer**

*Kaptain Vicious Grimoire – May 2017-Present*

As a skilled Narrative Designer, I have demonstrated expertise in crafting engaging narratives, playing a central role in shaping captivating storytelling experiences in multiple games.

- Successfully crafted the narrative for five distinct games in the action-adventure and RPG genres using Unity, RPG Maker, and Twine game engines.
- Collaborated closely with cross-functional teams, including game designers, artists, programmers, and sound designers, to ensure the delivery of enthralling player experiences, leaving a lasting impact.
- Developed and executed compelling narratives that seamlessly integrated with gameplay mechanics, captivating players from beginning to end.
- Crafted detailed character bios that brought game protagonists and supporting cast members to life, fostering emotional connections, and enhancing immersion.
- Created rich and expansive worlds through evocative world-building content, including lore, backstories, and interactive elements.

#### **Narrative Designer – Team Lead**

*Ready4Player – October 2022-June 2023*

As a Narrative Designer and Writer, I played a pivotal role in the development of the MMORPG, Lands of Azadi, for the AAA studio, Ready4Player. With a focus on creating captivating narratives and immersive worlds, I designed and implemented robust narrative systems that brought the game to life.

- Designed and implemented robust narrative systems in Unreal Engine 5.
- Created engaging non-player characters for multiple settings and storylines.
- Crafted rich and consistent lore for cultures, races, nations, and planets.
- Wrote captivating dialogues, cinematic scripts, barks, UI text, found narrative, and codices.
- Collaborated closely with concept artists and game designers, crafting engaging questlines, and integrating narratives with gameplay mechanics to create an immersive experience for players.

#### **Creative Copywriter**

*Contract – Multiple Companies – December 2021-Present*

I have collaborated with diverse companies within the tech and gaming industry, leveraging my expertise to enhance products and elevate marketing strategies. With a keen understanding of target audiences, I specialize in crafting compelling and persuasive copy that engages, converts, and reinforces brand messaging.

- Partnered with multiple companies in the tech and gaming industry, driving significant improvements in product performance and marketing effectiveness.

- Developed persuasive and engaging copy that captivated target audiences, resulting in increased conversions and brand affinity.
- Utilized storytelling techniques and creative language to evoke emotions, foster connections, and drive desired user actions, ultimately enhancing conversion rates and customer engagement.
- Infused gamification elements, such as challenges and user levels, into product experiences, leveraging RPG (Role-Playing Game) elements to create immersive and rewarding interactions.

## Games

- **Normal Station** (Kaptain Vicorious Grimoire, RPG Maker) – Narrative Designer – In Production
  - Noir mystery RPG set in the 1920s American South with thriller and horror elements.
- **Lands of Azadi** (Ready4Player, Unreal 5) – Narrative Designer – In Production
  - Fantasy MMORPG with sci-fi elements that has a narrative driven storyline.
- **Plague in Venice** (Private Educational Studio, articy:drafts) - Narrative Designer and Writer
  - Historical game set in 14<sup>th</sup> century Venice during the Black Death.
- **El Cid and the Cult of the Wasteland** (Kaptain Vicorious Grimoire, RPG Maker) – Narrative Designer
  - Thriller game with a unique fusion of eldritch horror and spaghetti western genres.
  - Entry for RPG Horror Celebration Game Jam and Cosmic Horror Jam, October 2022
- **Masquerave!** (Kaptain Vicorious Grimoire, Twine) – Narrative Designer
  - RPG set in the unique world of Myria that focuses on narrative and dialogue.
  - Entry for Interactive Fiction Jam, September 2022
- **File Knight** (Independent Team, Unity) – Narrative Designer
  - Adventure platformer set in the microscopic world of your toenail.
  - Entry for Mini Jame Gam, September 2022
- **Tears of Tetricala** (Kaptain Vicorious Grimoire, Twine) – Narrative Designer
  - Fantasy RPG set in the unique world of Myria that includes multiple endings and unique combat.
  - Entry for SuNoFes Game Jam, September 2022
- **Subject D@ve** (Kaptain Vicorious Grimoire, Unity) – Narrative Designer
  - Sci-fi thriller game that explores themes of scientific research and AI awakening.
  - Entry for Newbies Game Jam, April 2022

## Certifications

- **“Writing Video Game Scenes and Dialogue”** from University of British Columbia on EdX, 2023
- **“Worldbuilding for Video Games”** from University of British Columbia on EdX, 2023
- **“Story and Narrative Development for Video Games”** from CalArts on Coursera, 2022
- **“Writing Video Game Characters”** from University of British Columbia on EdX, 2022
- **“Video Game Writing Essentials”** from University of British Columbia on EdX, 2022

## Education

### **Graduate Certificate – Digital Archaeology, Lund University – Aug. 2021-Aug. 2022**

As a Fulbright scholar, achieved high marks in digital archaeology classes, mapmaking with GIS software, research and analysis of data, technical documentation, and on-site excavations.

### ***Master of Arts – Classical Arts and Humanities, University of Missouri – Aug. 2019-May 2021***

Wrote a creative fiction thesis set in the medieval world while teaching classes, presenting papers at five regional and international conferences, and publishing academic articles.

### ***Bachelor's Degree – History, University of Memphis – Aug. 2016-May 2019***

Dean's List Recipient, Minor in Classics, and active member of the department as an Intern for the C.H. Nash Chucalissa Museum and Tutor at the History Writing Center.

### **Awards and Acknowledgements**

- **Fulbright Scholarship Recipient**, Lund University, Sweden, August 2021- August 2022
- **Graduate Assistantship** in the AMS Department at the University of Missouri, 2019-2021
- **President and Vice President** of the Memphis Classics Club, 2017-2019
- **Dean's List Recipient**, University of Memphis, 2017-2019
- **Volunteer Business Advisor** for non-profit Cooperative Memphis, 2014-2016

### **Skills**

Game Design, Narrative Design, Level Design, Creative Writing, Copywriting, UI Writing, UX Writing, Microcopy, Scriptwriting, Playwriting, Interactive Fiction, World Building, Dungeon Mastering, Storytelling, Cooperative Storytelling, RPG Gaming, Strategy Gaming, Editing, Proofreading, Creative Solutions, Project Presentation, Project Management, Product Analysis, Public Speaking, Team Problem Solving, Academic Research, Twine, RPG Maker, Blender, Figma, JIRA, Confluence, Agile Workflows, Audacity, Adobe Premiere Rush, ArcGIS, MeshLab, Microsoft Office Suite, Microsoft Teams, Midjourney, ChatGPT