

Griffin Carlson

Game and Narrative Design
griffincarlson98@gmail.com - griffincarlson.com

Professional Experience

Blizzard Entertainment - Irvine, California October 2022 - Present
Quest Designer - Diablo IV: Lord of Hatred (2026)
(Details same as below)

Associate Quest Designer - Diablo IV: Lord of Hatred (2024 - 2026)

- Designed, owned and implemented the following quest content for Lord of Hatred:
 - All campaign content in the *Celestia* region.
 - The *First Horadric Vault* campaign megadungeon.
 - The *Neophyte's Odyssey* major side quest chain.
 - The *Diluvian Blade* side quest.
- Collaborated with other quest designers to develop and implement the Warlock class quest.
- Worked closely with creative leadership to deliver their vision through my campaign content.
- Oversaw large portions of the campaign, coordinating writers, designers, and artists to execute on the vision for the content.

Associate Quest Designer - Diablo IV: Vessel of Hatred (2023 - 2024)

- Designed, owned and implemented the following quest content for Vessel of Hatred:
 - The priority quest *Slayer's Retribution* for the Berserker Crone mercenary character.
 - Four unique side quests: *The Pit of Anguish*, *Midnight Jaguars*, *Goatman's Bane*, and *The Ravenous Idol*.
- Developed and implemented the quest backend architecture for the *Dark Citadel* feature in collaboration with other feature owners.
- Supported the *Season of Witchcraft* by developing live service quest content in collaboration with other seasonal quest designers.

Associate Quest Designer - Diablo IV (2022 - 2023)

- Supported the launch of Diablo IV through bug fixing initiatives.
- Wrote quest item descriptions, journal text, and quest dialogue to help finalize content.
- Shortly after release, developed live service quest content for Diablo IV's first season in collaboration with other seasonal quest designers.

Niantic - San Francisco, California (Remote) April 2022 - August 2022
Associate Game Designer (Contract) - Project Hamlet

- Scripted missions using proprietary tools.
- Data-linked, updated and generated Lucidchart documentation.
- Tested location-based AR mechanics both in the field and remotely.
- Wrote thorough Confluence documentation detailing the project after it was sunsetted.

Frame Interactive - Burlington Vermont (Remote) March 2022 - April 2022
Content Designer (Contract) - The Free Shepherd

- Researched and rapidly developed content concepts for The Free Shepherd.
- Organized content into slide decks for easy presentation and review.
- Collaborated with the studio founder to identify and refine viable content.

Power Level Studios - Montreal, Québec, Canada (Remote) May 2020 - July 2020
Narrative Designer (Contract) - Soul Reaper

- After my internship, I returned to Power Level Studios as a paid contractor to finish development on the game Soul Reaper.
- Finished implantation on several of the game's endings and their associated cutscenes.

Frame Interactive - Burlington Vermont January 2020 - March 2020
Game Design Intern - Unannounced Project

- Developed mission content for an unannounced project.

Power Level Studios - Montreal, Québec, Canada September 2019 - December 2019
Narrative Design Intern - Soul Reaper

- Wrote the game's plot, developed its world, fleshed out the characters, and created a branching narrative with 9 distinct endings.
- Wrote dialogue, created a narrative wiki, and implemented over 100 unique cutscenes in under two months.
- Created 50 unique creature names.

Software Skills

Unity / C#	Python	Twine
Unreal Engine / Blueprints	Jira / Confluence	Autodesk Maya
Godot / GDScript	Git / Github	Lucidchart
Lua	Adobe Creative Suite	G Suite / Microsoft Office

Project Development Skills

Game / Content Design	Narrative Design / Writing	Agile Scrum Experience
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Education

Bachelor of Science in Game Design
Minor in Interactive Narrative

Champlain College (Burlington,
Vermont, U.S.A.)

GPA: 3.845 (4.0 Scale)

Dean's List: Fall 2017 to
graduation

Studied Abroad in Montreal,
Quebec for a semester

Graduated summa cum laude

President's List: Spring 2020 &
Spring 2021