

Domini Gee

780-270-9044

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<https://domgeedoeswriting.com>

9452 68-ST
Edmonton, AB T6B 1T2

Key Qualifications:

- Narrative Designer/Writer and Co-Lead for point-and-click game “Camera Anima”
- Ran successful Kickstarter and exhibited at conferences like Reboot Develop Red, Press A to Start, and Alberta Game Series
- Proficient with Ren’Py, Jira, Microsoft Office Programs, and FrostEd’s Flowchart Conversation Editor. Basic familiarity with visual editor engines (Godot, FrostEd, Unreal)
- Proficient with project and documentation area ownership
- Proven ability to work independently and collaboratively with others, and manage collaborators
- Experienced with data collection, summarization, and analysis
- Positive work attitude and interested in continuous learning

Employment:

Development Support 4, Keywords Studios (Narrative Quality Designer embedded at BioWare),
Edmonton, AB May 2020-Present

- Responsible for quality verification of narrative features (writing, cinematics, game flow, etc.) for AAA fantasy RPG. Act as narrative QV representative to track and create tests for development phase gates, identify milestone risks, participate in bug triages, and advocate for quality. Collaborate with other development pillars and narrative leadership.
- Wrote test conversations in the conversation editor to identify functional and workflow issues for writing and editing. Use tools to check dialogue, conditionals, branching, and asset creation.
- Keep up to date on project lore, provide and gather qualitative feedback, and participate in peer reviews of narrative related content, including reviews of the full game script, individual plots, cinematics, and ambient scenes.
- Participated in side-project weeks and presented projects to 120+ attendee calls. I’ve created a tree-dating sim, prototypes for showing environmental signs of unique enemies, and a sidequest concept that was praised for something that could’ve been part of the game.
- Act as senior QV Analyst for the Keywords Team. Run team syncs, meetings, presentations, and training. In addition to workshops and training sessions, I’ve also provided formal and informal mentoring to junior members.

Freelancer, self-employed, Edmonton, AB. April 2017-Present

- Provide a diverse range of services including writing, editing, consulting, sensitivity reading, and testing. I retain a 100% job success rating on Upwork.
- Worked as associate with Talespinners writing outsource studio for editing and writing on Sweet Transit and other projects.
- Previous work includes writing and outlining Choose Your Own Adventures for StoryCity, 6 short stories for the Unraveled Chat Story app, ghost-writing 2 books, audio-proofing 9 books for Lisa Lace, co-publishing an article on Cracked, and participating in a indie roundtable for Made in Asia/America.
- Created an untitled cyberpunk novel based on game bible written for Aesthetix Game Studios. Responsible for worldbuilding, writing, and producing 22,000-25,000 words monthly.

Quality Assurance Tester, Odyssey Entertainment. April 2019-December 2020

- Edit levels to fix bugs and implement gameplay and aesthetic design choices. Approach levels from a player-focused perspective and center design decisions on what will enhance player experience.
- Build and run test cases for any new mechanics, regression checks, or level coverage.

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- Regularly test 3-5 levels/week and update documentation for tracking mechanics and providing feedback. Assessed level difficulty, playability, and general design and compiled findings in a weekly report.

Quality Assurance Tester, BioWare. Edmonton, AB

April 2014-August 2014

- Member of the critical narrative tester team for *Dragon Age: Inquisition*. Tested game through phase checks and acted as the primary PS3 tester in our group.
- Worked with developers to ensure quests worked on a functional and lore level. Ran through character romance quests to ensure game picked up correct variables and made design improvements. In *Champions of the Just*, I highlighted that an NPC's behavior during a fight and suggested he should run out of the way of the fight than stand in the middle of things.

Education:

University of Alberta, Master of Arts, Humanities Computing

2012-2016

University of Alberta, Bachelor of Arts, English Major/History Minor

2008-2012

Projects:

- Camera Anima, Writer, Designer, Co-Lead, Creative Director 2015-Ongoing
- Tips from your Barista (StoryCity App, CYOA story), Writer 2022
- Sweet Transit, Writing and Editing 2022
- Prince and Knight, Writer 2021
- Mass Effect Legendary Edition, Quality Assurance Tester 2020
- Transmogrify, Quality Assurance Tester and Level Editor 2019-2020
- Contracted untitled cyberpunk novel project, Writer 2017-2019

For a more detailed list, see <https://domgeedoeswriting.com>

Publications:

- Gee, Domini. "Camera Anima: Tales from the Longest Dark". Short story. 2021.
- Gee, Domini. "Remixing Retro – Preserving the Classic 'Feeling'". *Journal of Japanese Association of Digital Humanities*. Publication. 2019.
- Gee, Domini. *Unraveled – Chat Stories*, "Operation Sweet Side", "Bloody Mary and the Feathery Scourge", "Bloody Mary and the Gentleman Make a Deal", "Lost and Found", "RIA", and "The Missing Lisa". 2017.
- Gee, Domini. "Layers of Videogame Narrative and Interactivity" (master's thesis, University of Alberta, 2016).

Other:

- Regularly attend Game Camp, #yegfemdev, and Edmonton Steampunk Group. Participated in Game Camp October 2020 panel and Gamers for Groceries stream.
- Game Design Mentorship with Elaine Gomez for 2020 and with Lucien Parsons. Ongoing game mentorship with Fred Wan.
- Recipient of IGDA Velocity Program Scholarship 2019 and I Need Diverse Games 2020. Member of IGDA.
- Run Fates Accelerated tabletop games for a small group of friends.