

Domini Gee

Writer and Game Developer

About:

Writer and game dev with a joy for well-designed narratives that make you feel. Domini loves building onto worlds, finding character hooks, and crafting experiences, whether it's making you play out your bad ending or teasing a seemingly unrelated quest is related to your nemesis.

Full list of works: <https://domgeedoeswriting.com>

Skills

- Ren'py, FrostEd Flowchart Conversation Editor, and Articy. Basic familiarity with visual editor engines (Godot, FrostEd, Unreal).
- Data collection, analysis, and summarization.
- Jira, Confluence, Microsoft Office, and Google Suite programs.
- QA Testing, Test Planning, and QA Analyst skills, specializing in narrative.
- Familiar with indie and AAA spaces, including successfully Kickstarting a personal project. Titles include *Dragon Age*, *Mass Effect*, *Camera Anima*, *Sweet Transit*, and *Tips from Your Barista*.
- Experience working pre-production to production phases, including leading disciplines and mentoring.

Employment:

Writer, Seismic Squirrel.

July 2023-Present

- Collaborate with the writing and development teams to create, iterate, and plan themes, characters, plots, tech requirements, and mission outlines.
- Create a consistent tone, social dynamics, and world-logic set within a retro-futuristic New York.
- Research historical events, people, and locations to use as touching stones in alternative historical narrative content. Create briefs and summaries that can be shared with the broader team.

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 an associate with Talespinners to write and edit for *Sweet Transit* and *Gord*.
- Worked with StoryCity to create episodic geolocative adventures, including a Choose Your Own Adventure and an unreleased CMF-funded project.
- Created short stories for the Unraveled Chat Story app and an untitled cyberpunk novel based on a game bible written for Aesthetix Game Studios. Responsible for worldbuilding, writing, and producing monthly content.
- Participate in game design panels and roundtables, including for GamePlay Space and Made in Asia/America.

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

May 2020-July 2023

- 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.

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- Participated in side-project weeks and presented projects to 120+ attendee calls. I've created a tree-dating sim, prototypes for unique enemy environmental signs, 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.

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.
- 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 continuity between both the narrative and mission contents.

Education:

University of Alberta, Master of Arts, Humanities Computing

2012-2016

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

2008-2012

Publications:

- Clark, Naomi, Sisi Jiang, Domini Gee, Toby Do. In "Choose Your Mothership", Made in Asia/America: Why Video Games Were Never (Really) about Us, Christopher B. Patterson, Tara Fickle. 2024.
- 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 local game dev meetups, including Game Camp.
- Game Design Mentorship with Elaine Gomez and game mentorship with Lucien Parsons in 2020. Ongoing mentorship with Fred Wan.
- Run Fates Accelerated tabletop games for a small group of friends.