

Matthew Birdzell

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Writers' website.
<https://matthewbirdzell.com/>

WORK EXPERIENCE

Sept. 2020 – Jan. 2021

Monochrome Workshop

Remote Contract Game Writer via Discord

DVNC Tech, LLC.

- Created a character for the game world of the Monochrome RPG Episode 1: The Maniacal Morning.
- Discussed ideas with the Writing Team Manager through Discord.
- Collaborated on a faction with one other writer.
- Competed in short story competitions.
- Release planned for Summer 2022 at the latest.

EDUCATION

Sept. 2016 – Dec. 2018

Portland State University

B.S in English /w Minor in Fiction Writing.

- Studied English Literature in the Medieval and Romanticism periods, American Literature in post-Colonialism and Slavery eras.
- Wrote short fiction.
- Took a screenwriting course.

Sept. 2011 – March 2016

Portland Community College

A.S in Computer Science.

- Studied math, computer programming, and first learned how to write fiction.

KEY SKILLS

Hard Skills

- Plot development. My script samples and Twine games demonstrate characters in serious situations with levity, curiosity, giving player agency, and exploration of the self.
- Dialogue delivery and barks – seriousness with comedy, expository, and empathetic.
- Branching narrative and dialogue options emphasizing player choice
- Character history and background. I created an ambitious anthropomorphic character for Monochrome.
- Great team player. Collaborated with a co-writer to develop a faction's history in Monochrome. We met in the middle or agreed on specifics that made this faction fascinating.
- Twine 2.0, Microsoft Office, Google Docs and Sheets.

Soft Skills

- Passionate for crafting narratives with memorable characters and innovative storytelling.
- Strong communicator.
- Well organized.
- Solves problems independently and manages time.

Goals

- Craft videogames that crackle with humor, relatable characters, emotional involvement, fantastic gameplay, and leave a long-lasting imprint on someone's life.

Miscellaneous

- Freelance Writer for *Love Thy Nerd*. I dissect themes in video games that are relatable to players, and myself, in the context of the Bible. I have also contributed to writing about books, and will continue to explore what pop culture has in relation to the Bible and our lives.