

Katy Kellenberg

Freelance Narrative Designer/Game Writer

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Project Experience

Constellation Creative

Narrative Lead

Remote

January 2026 - Present

- Act as the primary authority for dialogue quality across 40 distinct characters, providing rigorous feedback and revisions to junior writers to ensure tonal consistency and narrative logic
- Partner with the Creative Director to translate high-level creative goals into actionable writing milestones while maintaining genre authenticity
- Maintain production-ready Excel databases, tracking continuity, naming conventions, and terminology across the entire VO pipeline

All In Tactics

Narrative Designer/VO Director

Remote

August 2025 - Present

- Developed detailed character bibles for recurring NPCs, establishing personalities, interpersonal conflicts, dynamic relationships, and questlines
- Managed end-to-end script pipeline, including adapting 200+ lines of dialogue to be voice-acting friendly and formatting technical scripts for recording sessions
- Supervised recording sessions to ensure 100% script accuracy, tracking take selection, managing line IDs, and implementing real-time revisions based on performance and timing

Night Parade

Lead Narrative Designer

Los Angeles, CA

May 2024 - April 2025

- Directed 95% of narrative aspects from concept to release, including the creation of high-level story arcs and expressive voice-over scripts designed for natural flow and timing
- Managed task delegation and schedules via Plaky, consistently hitting milestones for writing-heavy deliverables
- Clearly communicated narrative pillars across 9 disciplines (26 people) using design/technical documentation

The Glitch Witch

Lead Narrative Designer/Quest Designer

Los Angeles, CA

June 2023 - May 2024

- Designed and implemented multi-stage quests and branching dialogue for 10 unique NPCs in Unreal Engine 5
- Streamlined narrative workflow using Miro flow diagrams to map out complex decision trees and state logic, ensuring clarity for a 34-member dev team
- Coordinated across 10 teams to spearhead narrative development, managing the transition from conceptual drafts to polished, production-ready assets

Education

University of Southern California

Interactive Media & Game Design - 3.85 GPA Magna Cum Laude

Los Angeles, CA

2025

Skills

Relevant: Script Adaptation, Localization, Natural Dialogue, Character Voice, In-Engine Implementation

Tools: Unity, Unreal Engine 5, Yarnspinner, Ink, Twine, Plaky, Notion, Codecks, Google Sheets, Miro, C++, Papyrus, C#