

KATY KELLENBERG

Narrative Designer, Game Writer

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Narrative designer and writer with over 4 years of experience driving the creative vision for a number of shipped titles. Expert in managing large-scale bibles, mentoring writing teams, and maintaining cohesion across several disciplines. Proven track record of bridging the gap between complex system design and high-quality prose.

DESIGN & SOFTWARE SKILLS

Narrative Design, Quest Design, Worldbuilding, Player-Centric Storytelling

Unity, Unreal Engine 5, Yarnspinner, Ink, Twine, Plaky, Notion, Google Suite, Miro, C++

EXPERIENCE & PROJECTS

Narrative Lead - *Constellation Creative*

Jan 2026 - Present

- Act as primary authority for dialogue quality across 40 distinct characters, providing rigorous feedback and revisions to 12 junior writers to ensure tonal consistency, emotional resonance, and narrative cohesion.
- Implement narrative content using Ink scripting, integrating pose and animation commands to ensure story beats and emotional nuance translate seamlessly into gameplay.
- Maintain production-ready Excel databases, tracking continuity, lore, naming conventions, and terminology across the entire narrative pipeline.

VO Director/Narrative Designer - *All In Tactics*

Aug 2025 - Present

- Develop detailed character bibles for recurring NPCs, defining motivations, interpersonal conflicts, dynamic relationships, and quest-driven story arcs.
- Author extensive world bibles, establishing complex histories, cultural traditions, political tensions, and environmental storytelling opportunities through research and reference gathering.
- Manage end-to-end script pipeline, including adapting 200+ lines of dialogue for voice performance while preserving pacing, tone, and character authenticity.

Lead Narrative Designer - *Night Parade*

May 2024 - Apr 2025

- Directed narrative development from concept to release, including story arcs, character-driven content, environmental lore, and VO scripts that supported player immersion and gameplay. Collaborated closely with multidisciplinary teams to iterate on narrative content and solve development challenges.

Lead Narrative Designer - *The Glitch Witch*

Jun 2023 - May 2024

- Designed and implemented multi-stage quests and branching dialogue for 10 unique NPCs in Unreal Engine 5, aligning narrative progression with gameplay systems. Streamlined narrative implementation workflows using Miro flow diagrams to map complex quest states, decision trees, and branching outcomes for a 34-member development team.

EDUCATION

University of Southern California (Graduated 2025)

Bachelor of Arts in Interactive Media & Game Design - 3.85 GPA Magna Cum Laude