

Ben Sabin

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Profile

A senior Narrative Designer with AAA experience, an in-depth knowledge of interactive storytelling, and a keen understanding of story structure and game logic. I have strong interpersonal skills which lend themselves to working within and leading a team. I have experience in sourcing, hiring, and managing individuals. I am reliable, methodical, meticulous and able to keep a level head in a busy environment. Outside of work, I've mentored with Limit Break, am the Co-Chair of the Writers Guild of Great Britain's videogame committee, and am an advocate for better inclusivity within the industry and the work we produce.

Relevant Employment Experience

Sep, 2021 - Present	Freelance	Narrative Designer/Writer
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Clients and responsibilities include:

- **FRONTIER**
 - Brought in as a writer for Planet Coaster 2.
 - Helped refine tone-of-voice for the characters.
 - Wrote dialogue and mission text for pre-designed levels.
- **Failbetter Games**
 - Designing and writing new stories for use in their main IP: Fallen London.
 - Creating the quests that players can undertake in these stories.
 - Working within their proprietary engine to technically build the branching, interactive story.
- **Toyumi**
 - Brought on as a narrative design expert to instruct in the creation of their in-house writing tool and engine.
 - Worked as the lead writer and narrative designer, overseeing a small team of other writers, helping to mentor them and edit their work.
 - Established the "best of" practices when it came to the writing of the stories for Toyumi's interactive story app: NoMi.
 - Wrote several dozen stories for the app and empowered the other members of the team to do so as well in a timely and efficient manner.
- **YRS TRULY**

- Worked alongside Wizards of the Coast to create *Kamigawa: A Visual Novel*, as a tie-in to their new Magic the Gathering deck release.
- Used existing lore to create a standalone interactive story, with multiple side-quests, that involved both established characters as well as new ones I created.
- Worked with content creators to ascertain how they could feature in the game in order to increase the reach Magic the Gathering to new audiences.
- **CrimsonSky**
 - Working as a Narrative Design Consultant to help the studio understand the best practices when it comes to interactive fiction.
 - Workshopping their characters and existing storylines and brainstorming others.
 - Designing and prototyping new systems and game ideas.
 - Mentoring their writers to help them understand the intricacies of interactive fiction.
- **Party for Introverts**
 - Wrote a chapter for their upcoming narrative RPG, *Cabernet*.
 - Took ownership of four key characters. I defined their tone of voice, and designed and wrote their individual scenes.

Oct, 2018 - Sep, 2021	Fusebox Games	Narrative Designer
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- Worked within the wider narrative team to produce content for the main licensed IP: Love Island The Game. Responsibilities included:
 - Outlining and writing interactive fiction with an emphasis on player agency.
 - Plotting out the overall story for the games.
 - Conceptualising and fleshing out the characters.
 - Overseeing and maintaining the narrative structure of the game.
 - Reviewing and editing peer work to ensure the high quality of the games.
 - Working inter-departmentally with the art team, engineers, and designers to ensure cohesion across the project.
- Designing and producing experimental prototypes for potential new, original game mechanics and story ideas.
- Lead Narrative Designer on the studio's first independent standalone story. Responsibilities included:
 - Working closely with production to create the scope of the project.
 - Conceiving the core plot with the other writers on the project.
 - Creating the episode outlines.
 - Liaising with other departments and external partners (including ITV).
 - Taking charge of edits to the scripts, both internally and externally.

Aug, 2018 - Oct, 2018	Freelance	Narrative Designer
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