

# GRIFFIN DECLAIRE – QUEST/AREA DESIGNER

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Quest and Area Designer with two published games and multiple personal projects. Expertise in stories, characters, dialogue, worlds, and experiences. Passionate about writing quests and designing areas/encounters that revolve around unique, compelling characters and rich, detailed environments in both video games and TTRPGs. Values being hands on and crafting stories both for and with people. Seeking an opportunity to utilize my creative and technical skillsets. Open to Remote or Relocation.

## EDUCATION

<b>Southern Methodist University Guildhall</b>	Interactive Technology (Specialization: Level Design), Master	May 2023
<b>Baylor University</b>	Bachelor of Fine Arts (Specialization: Theatre), Bachelors English, Minor	May 2020

## SKILLS

Creation Engine, Lua, 3DS Max, Source Engine, GameMaker, Unity, Unreal Engine 4, Unreal Engine 5, Creative Writing, Poetry, Dialogue, Storytelling, Editing, Communication, Collaboration, Level Design, Mission Design, Quest Design, Narrative Design, Adobe Audition, Adobe Premiere, Carpentry, Events Managing, Events Marketing, Logistics, Events Planning, Project Management

## EXPERIENCE

**Quest Designer – [Hostile Takeover](#) – Creation Kit – SMU Guildhall; Dallas, Texas** Jan 2022 – May 2022

- Solo project consisting of 5 named characters and 2 major gameplay areas
- Ushered the project from concept to documentation to creation to polishing
- Developed a wide range of characters with unique personalities and branching dialogue that impacts the quest flow
- Constructed a custom world space with a dense, multileveled, explorable building rife with environmental storytelling
- Conducted weekly progress reviews from my peers and playtests and iterated according to the feedback given

**Quest Designer – [Heart of Fog](#) – Creation Kit – SMU Guildhall; Dallas, Texas** May 2022 – Dec 2022

- Solo project consisting of 9 named characters and 2 major gameplay areas
- Ushered the project from concept to documentation to creation to polishing
- Constructed a rich, atmospheric world and story focused around a central theme
- Planted multiple collection side quests that add to the tone and depth of the environment and circumstances of the world
- Conducted weekly progress reviews from my peers and playtests and iterated according to the feedback given

**Open World/Narrative Designer – [Light of Alariya](#) – Unreal 5 – SMU Guildhall; Dallas, Texas** June 2022 – Dec 2022

- Team Project consisting of 30 people
- Sole designer who ideated, designed, implemented, and iterated on 1 of the 3 major zones in the game (Yellow Sands)
- Sole designer who designated and constructed 1/3<sup>rd</sup> of all of the Points of Interest in the game
- Assisted in the initial overarching design of the game and story and translated the game concept into my designs
- Co-owned every collectable and dialogue line in the game
- Communicated narrative and area ideas and coordinated with the rest of the team
- Published on Steam with over 100,000 Downloads

**Level/Audio Designer – [Hex Rally Racers](#) – Unreal 4 – SMU Guildhall; Dallas, Texas** Jan 2022 – May 2022

- Team Project consisting of 60 people
- Sole designer who conceptualized and created every sound effect present in the game
- Coordinated with multiple teams and disciplines to create a cohesive soundscape for each environment (diegetic and nondiegetic)
- Contributed to every stage within the game by assisting in the ideation, construction, and polishing processes
- Published on Steam with over 42,000 Downloads

## HONORS

- Thesis – [The World Speaks: Best Practices for Environmental Storytelling](#) – Creation Kit – SMU Guildhall May 2023
- Design Honors Runner up May 2023

## ADDITIONAL INFORMATION

**Work Authorization:** Authorized to work for any US employer

**Interests:** Dungeons and Dragons, Volleyball, Skateboarding, Theatre, Toni Morrison, Writing Poetry