

# Milo Duclayan

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## Skills

- Unreal Engine 5
- Unity 2D & 3D
- Yarnspinner & Ink
- Game Writing
- Interactive Narrative
- Adobe Creative Suite

## Relevant Work Experience

### **Narrative & Game Designer** | Wilderook | Burlington, VT *Jan. 2025 - May 2025*

- Researched & wrote an engaging, accurate brownstone neighborhood for a startup mobile RPG set in a fictionalized version of New York City, following established creative direction.
- Built engaging systems in Unity to integrate narrative with gameplay smoothly and seamlessly.
- Worked with writers to produce experiences in line with direction and in response to feedback.

### **Narrative Designer, Producer** | The Bye Weeklies | Burlington, VT *Sept. 2024 - May 2025*

- Spearheaded narrative development on Solanis, an exploration-focused flight game designing environmental storytelling and supporting art and audio development
- Built a complex narrative branching system in Unreal engine 5 with both procedural and choice-based elements, designed to support gameplay.

### **Lead Designer, Writer** | Nervous Playhouse Games | Burlington, VT *Nov. 2022 - May 2024*

- Wrote & designed a 100+-page award-nominated narrative-focused TTRPG system
- Worked closely with a team of artists, designers and producers to finish the product, build a 100+ member community, and create a physical product.

### **Story Staff** | The Wayfinder Experience | Kingston, NY *Jul. 2021 - Jul. 2025*

- Conceptualized, wrote, cast, managed, and produced 4-9 hour long live action experiences for a collection of 30-60 participants ages 8-18.
- Worked with 3-8 person production teams for creation of the sets, props, and costuming of the experience.
- Managed staff member casts of 15-20 members.

## Awards & Achievements

- **Tabletop Game Design Award Nominee** | IndieCade *Nov. 2023*
- **Rising Star Award in Interactive Narrative** | Champlain College *Apr. 2024*
- **Published in Indieocalypse Issue #58** | Indieocalypse *Nov. 2024*

## Education

### **Game Design, Bachelor of Science** | Champlain College | Burlington, VT *May 2025*

- Completed a minor in Interactive Narrative, and worked as an Interactive Narrative mentor.
- Trustee's list, 2022-2025. Trustee Scholarship, Game Developers Conference Scholarship.
- 3.99 GPA (4.0 Scale).