

Milo Duclayan

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Skills

Unity 2D & 3D, Unreal Engine 5, Game Writing, Interactive Narrative Design, Ink Scripting Language, Twine, Adobe Creative Suite

Education

Game Design, Bachelor of Science | Champlain College | Burlington, VT *Graduating 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).

Relevant Work Experience

Narrative & Game Designer | Corvos Media | Burlington, VT *Jan. 2025 - May 2025*

- Followed established creative direction to create narrative content to scope and spec on a startup mobile game.
- 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.

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 Board | The Wayfinder Experience | Kingston, NY *Jan. 2024 - Present*

- Reviewed and critiqued 20-40 game submissions per submission season, in order to build a portfolio of engaging and successful games to take to production.
- Worked directly with game writers to refine and improve game experiences, providing content editing and narrative consultation.

Story Staff | The Wayfinder Experience | Kingston, NY *Jul. 2021 - Jul. 2024*

- 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 Indiepocalypse Issue #58** | Indiepocalypse *Nov. 2024*