

# 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, and am an advocate for better inclusivity within the industry and the work we produce.

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## Relevant Employment Experience

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

- **FRONTIER**
  - Working alone to write all non-technical writing for an unannounced project.
  - Creating characters and mission text for pre-designed levels.
- **Failbetter Games**
  - Designing and writing stories for use in their main IP: Fallen London.
  - Working within their proprietary engine to technically build the branching, interactive story.
- **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 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**

- Writing a chapter for their upcoming narrative RPG, *Cabernet*.
- Taking ownership of four key characters, defining their tone of voice, and writing their individual scenes.

<b>Oct, 2018 - Sep, 2021</b>	<b>Fusebox Games</b>	<b>Narrative Designer</b>
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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.
  - Fleshing out the core plot with the other writers on the project.
  - Creating the episode outlines.
  - Liaising with other departments and external partners (including ITV) to keep everyone up-to-date.
  - Taking charge of edits to the scripts, both internally and externally.

<b>Aug, 2018 - Oct, 2018</b>	<b>Freelance</b>	<b>Narrative Designer</b>
<b>Sept, 2017 - Aug, 2018</b>	<b>Bossa Studios</b>	<b>Product Marketing Manager</b>