

Duncan Sullivan

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Portfolio: sullivanwriting.net

Narrative designer specializing in dialogue-based character interactions, character design, and world building. Strives to put player experience as the primary priority in narrative design decisions at all times.

Skills

- **Narrative Design:** Led multiple teams in world building, project conception, and game systems design.
- **Dialogue Writing:** A specialist in believable and entertaining communication between characters.
- **Excellent interpersonal and communication skills:** Collaborated closely with directors and other members of the team to make sure all visions were accurately aligned and workable.
- **Game and Systems Design:** Planned out game systems at both a narrative and mechanics level, working with developers for deliverable results.
- **Organized:** Extensive experience with documentation in multiple fields.
- **Program Skills:** Basic C++, Twine, Articy, Ink, Dialogic (Godot), and Ren'py.

Shipped Titles

- **Love Me, Damn It!** <https://jade-croquetta.itch.io/love-me-damn-it>
 - Visual Novel exploring human connection through extensive dialogue and character growth.
 - Ranked in the top 10% of the jam it was entered into.
- **Pearl of the Deep** <https://mattemade.itch.io/pearl-of-the-deep>
 - Metroidvania that focused on adventure and exploration with a deep narrative.
 - Fully voice acted, personally led casting and collaboration.

Experience

NARRATIVE DESIGNER | FREELANCE | 2026 – PRESENT

- Handled world building, narrative pipelines, and other narrative systems for clients.
- Organized documentation clearly for all departments to work off of for a clean and sustainable pipeline.
- Wrote dialogue scripts, game outlines, barks, and cutscenes, focusing on the player experience.
- Collaborated closely with all departments to maintain client vision and scope.

PEST TECHNICIAN | MASSEY SERVICES, INC | 2021 – 2024

- Led treatment of commercial locations with exact procedures and creative solutions to solve pest issues.

SUBROGATION SPECIALIST | STATE FARM | 2019 – 2021

- Handled incoming demands from other insurance companies to determine viability of the demanded payment on behalf of their insured. Included extensive documentation for later reference.

Education

B.S. of Computer Science and English at University of North Texas, Fall 2025.

Game Studies and Design Certificate from UNT