

# Christian Locantore

## Writer & Designer

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Writer and content designer with experience translating complex concepts into accessible narratives across interactive, educational, and multimedia formats. Proven ability to write under tight deadlines, conduct targeted research, and collaborate across teams to develop engaging content. Experience in writing for games (copy and creative), editing educational modules, and creative writing in forms of scripts and short stories.

### EXPERIENCES

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#### **Food Service & Marketing** | P&S Ravioli Co.

*Nov 2024 - Current | Philadelphia, PA*

- Coordinated social media content and wrote copy for seasonal promotions and product announcements.
- Handled customer service, processed transactions, and managed invoicing and payroll using QuickBooks.
- Provided front-of-house customer service including order taking, food prep, and sale transactions.

#### **Narrative Designer & Coordinator** | Outer Reach Expeditions

*Sept 2023 - Nov 2024 | Philadelphia, PA*

- Developed sci-fi story, wrote dialogue scripts and journal-style logs to immerse players in world and gameplay.
- Wrote copy for storytelling assets in collaboration with 2D artists for worldbuilding purposes and marketing.
- Managed narrative documentation and production meeting notes to support workflow and development progress.
- Drafted and iterated upon game pitches, and presentations for showcases and SIGGRAPH 2024.

#### **Interactive Game Design Intern** | Inizio Engage

*Apr - Sept 2023 | Philadelphia, PA*

- Developed client-facing healthcare eLearning modules, translating complex information into engaging formats.
- Researched and developed a branching narrative eLearning prototype for internal use, using Twine and PowerPoint, presenting to stakeholders on its instructional design impact.
- Edited and proofread modules to ensure consistency and clarity in products' design, messaging, and visuals.

#### **Teaching Artist** | Global Writes, Inc.

*Nov 2022 - Jun 2023 | Beverly City, NJ*

- Facilitated project-based learning with students and teachers, using game design principles and gamification.
- Taught *Skin in the Game* curriculum, blending STREAM with game design to support project-based learning.
- Supported teachers using game design tools and engines to guide student work and develop new projects.

#### **Instructional Game Designer** | TeachMe TV LLC

*Mar - Sept 2022 | New York, NY*

- Designed interactive eLearning games and activities for K-8 students across core subjects.
- Wrote narratives for story-based eGames and voiceover scripts for interactive lessons, tailored to K-8 readers.
- Collaborated with educational specialists to integrate game design principles with traditional teaching methods.

#### **QA & Design Intern** | The Glimpse Group, Inc.

*Mar - Sept 2021 | New York, NY*

- Documented testing for VR/AR experiences; delivered clear, actionable reports to design and development teams.
- Researched user experience trends to support and inform content design and increase immersion across projects.

### SKILLS

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**Software:** Adobe Cloud: Acrobat, Photoshop, Premiere; Final Draft, Microsoft Office, PowerPoint, Twine, WordPress

**Writing Skills:** APA Style, Copywriting, Content Editing, Editorial, Screenwriting, Story Development

### EDUCATION

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#### **Drexel University**

*Sept 2019 - June 2024 | Philadelphia, PA*

*B.S in Game Design & Production | Minor in Screenwriting | Certificate in Writing & Publishing*