

ZOE MORGAN

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zoe13morgan.com

PROFESSIONAL OVERVIEW

A narrative designer with several years of experience across AAA and indie studios, specializing in seamless interactive storytelling.

WORK EXPERIENCE

Livestream Fundraising Consultant (PT/Contract)

Save The Children, Remote | October 2026 - Present

Game Designer II

Electronic Arts - Maxis, Remote | 2021 - June 2026

Project Evergreen (2026)

The Sims 4: Enchanted By Nature (2025), Life & Death (2024), For Rent (2023), Growing Together (2023), High School Years (2022)

- Owned large system designs for foundational content within a live service life simulator
- Designed, wrote, and implemented quest content end-to-end (concept, outline, objectives, dialogue, logic)
- Designed, wrote, and implemented puzzle content encouraging replayability and/or exploration
- Created authentic relatable characters and immersive worlds
- Led designers through narrative development with guided collaborative efforts to achieve intentional and cohesive storytelling
- Designed and implemented gameplay features with proprietary tools, building prototypes, final content, balancing/tuning, iteration, and bug fixing within tight timelines meeting intended deadlines.
- Developed prototype pipelines, documentation templates, and post production design guides for knowledge sharing efforts
- Wrote captivating player-facing text meeting either creative or informative needs; this included rich dialogue, helpful tooltips, character bios, detailed descriptions, quest objectives, and more.
- Collaborated with cross-functional partners to determine deliverables, problem-solve, and meet story/gameplay needs
- Actioned on feedback and engaged in weekly playtests to ensure wide-lense design intent, used data analytics to inform development decisions
- Mentored junior team members, strengthening skills within the department.
- Collaborated with Brand/Marketing to maintain narrative and content alignment within marketing material
- Built Lore Bibles and a Lore Database using internal and external resources, organized and catalogued Sims' Universe characters, worlds, genealogy, brands, and stories within Google Suite, Notion, Miro, and/or Confluence.

The Sims 4 Kits: Bathroom Clutter, Simtimates Collection (2023)

- Tuned gameplay objects to balance economy and stat-based functionality. Supplied 2 months of support.

Narrative Designer/Dialogue Editor

Squanch Games, Raleigh NC | 2020 - 2021

Trover Saves the Universe: Important Cosmic Jobs - DLC (2020), High on Life (2022)

- Developed a narrative & VO pipeline to determine operations, timelines, documentation, editing, and implementation.
- Produced, organized, and managed the project's dialogue database, creating CSV exports to generate UE4 sequences; these documents included transcriptions, audio file naming conventions, assigned characters, and sequence types.
- Led a team of designers through narrative implementation

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WORK EXPERIENCE CONTINUED

- Designed and implemented branching dialogue and major story beats in UE4.
- Reviewed and owned all dialogue from table reads to audio implementation. Directed and notated VO sessions. Edited audio in Adobe Premiere Pro and imported into Wwise.

Social Media Manager

Squanch Games, Raleigh NC | 2019 - 2020

Trover Saves the Universe (2019), Important Cosmic Jobs - DLC (2020)

- Managed social channels; writing, editing, and sourcing material for content
- Wrote adcopy for press releases, newsletters, and campaign material
- Handled campaign outreach, connecting the studio with press, partners, and creators for major and minor marketing beats
- Coordinated meetings and represented the studio/IP at live events/conferences (Pax East, GDC, E3, Twitch Chicago)

Content Creator

Litt1eR3d, Remote | 2017 - 2021

- Livestream Host
- Edited video content, audio, and social media material
- Wrote scripts for marketing campaigns
- Represented self at networking events (Twitchcon, Pax East, E3)
- Managed and grew social channels [8k+ Twitch, 2k+ Instagram, 85k+ TikTok, 10k+ Twitter]

EDUCATION

Game Writing Masterclass Graduate | The Narrative Department, Remote 2023

Master of Arts | Savannah College of Art & Design | GA

Interactive Design & Game Development (4.0 GPA) 2017-2018

Bachelor of Fine Arts | Savannah College of Art & Design | GA

Animation 2013-2017

ACCOLADES

Guest Speaker | Squanch Games' *Trover* Live Demo Q&A, Twitch Chicago 2019

Fellow | Girls Make Games, Boston MA 2018

Awarded: Star Coordinator

SKILLS

Design: • Quest Design • Systems Design • Dialogue Systems (Branching & Linear) • Puzzle Design

Writing: • Creative Writing • Story/Character Development • Branching Scripts • Lore Bibles • Research

Tools: • Proprietary Engines • UE4 • JIRA • P4 • Adobe Photoshop • Adobe Premiere Pro • Wwise • Twine • Writer Duet

Misc: • Archival Cataloging • Audio Editing • Voice Direction