

MIRI WANAMAKER

Narrative Design / Level Design / Game Design

PROFILE

Chaotic-neutral game designer, focused on Narrative, Level Design, and Worldbuilding.

Loves animation, board games, indie TTRPGs, magical girl themed anything and drag race. Can be found discovering fresh terrain in their Minecraft realm or learning new tricks in Unity with three essential beverages placed on their desk at all times: one for energy, one for hydration and one for fun.

Enjoys exploring themes of gender, love, loss, and growing up.

GAMES & FILM / TV

Assistant Narrative Designer / Level Designer
KODA - Bolero Game Studio (January 2023 - present)

2nd Assistant Production Coordinator
ULLP - Disney (August - September 2022)

Narrative Designer
MAGIBUG! (December 2023 - August 2022)

Narrative Director
Overclock (May - August 2022)

2nd Assistant Production Coordinator
13: The Musical - Netflix (April - August 2021)

EDUCATION

C# Programming for Unity Game Development
Coursera (Currently Enrolled)

Screenwriting & Narrative Design
Recipient of the Narrative Design Award
George Brown College - Post Graduate Certificate
(September 2021 - August 2022)

Screenwriting Introduction
University of British Columbia - Continuing Education
(March - June 2017)

Design Fundamentals
Cambrian College (2011)

CONTACT

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 www.mirandawanamaker.com

ABILITIES

Narrative:

- Character profiles and arcs
- Lore and worldbuilding
- Cross team collaboration
- Narrative asset documents, scripting, and dialogue

Technical:

- Gray-box and design level layouts with placeholder assets
- Playtest and iterate
- Implement mod kit in engine
- Prototype puzzles, gameplay interactions, and new mechanics

Collaborative Software: Figma, Notion, Miro, Git, Google Suite

Game Engines: Unity, Unreal, Twine

Genres: RPG, Puzzle, Platformer, Narrative

Communities: Discord, LinkedIn

Platforms: PC, Nintendo Switch, Mobile, Playstation

Mechanics: Movement, Quests/Objectives, Special Abilities