



Darlene Barahona

NARRATIVE DESIGNER

MISSION STATEMENT

I design powerful narratives by crafting elegant mechanics and sharp dialogue that immerse, engage, and inspire players.

I seek a highly collaborative environment where I can connect, grow, and problem-solve alongside my peers.

CORE STRENGTHS

- Game Design
- Story Development
- Character Design
- Worldbuilding
- Narrative Systems & Mechanics
- Game Engine Implementation

TOOLS/PROGRAMMING

- C#
- Unity 2D/3D
- Unreal Blueprints
- Visual Studio Code
- Microsoft Office & G Suite
- Adobe InDesign & Illustrator
- Branching Dialogue Tools (*Twine, Yarn Spinner*)

CONTACT DETAILS

barahona.darlene@gmail.com
www.oncuriosity.com
Los Angeles, CA

WORK EXPERIENCE

Narrative Designer

Magnopus

Oct. 2019–Jun. 2021

- Designed narrative mechanics, quest storylines, and characters for an unannounced cross-platform AR/VR title
- Mapped non-linear quest storylines to 3D space (VR) and realtime space (AR)
- Distilled narratives systems and mechanics into game design documentation
- Wrote, iterated on, and implemented dialogue using visual scripting tools
- Collaborated with animators and artists to generate art for quests and characters

Game Designer (*Student*)

University of Washington, Game Design certificate program

Oct. 2018–Jun. 2019

- Designed game mechanics and developed story for *Port Madrona*, a narrative game
- Defined game's universe by designing characters, locations, and world lore
- Wrote and maintained game design documentation and story bible

Learning Experience Designer

Sublime Media

Oct. 2016–Oct. 2018

- Designed education experiences for mobile games, e-learning courses, and videos
- Mastered the brand and voice of established IPs to write effective dialogue & copy

Content Developer

Alelo Inc.

Apr. 2014–Jul. 2016

- Wrote and designed branching dialogue for educational role-playing games
- Designed the story flow, variable evaluation, and level progression
- Provided guidance to VO talent during dialogue recording sessions
- Implemented dialogue into proprietary game engine using visual scripting

ACHIEVEMENTS

Port Madrona (*Digital game*)

Game & Narrative Designer

A narrative game combining elements from horror games and visual novels, *Port Madrona* is a game demo written and designed over ten weeks with a diverse team.

Heart of a Monster (*Tabletop RPG*)

Game Designer

Heart of a Monster is a one-shot RPG module I designed, wrote, and published using the Dungeons & Dragons 5e system.

Starbucks Barista Basics (*Mobile game*)

Game Designer, Project Lead

I led the design and delivery of three educational games targeting mobile and desktop platforms for Starbucks' L&D department. I designed the game mechanics, learning journey, and intended user experience.

BIMVAR (*VR demo*)

Programmer

BIMVAR is a collaborative tool that allows users to visualize construction blueprints in VR. I wrote the player controller and object detection scripts using C# in Unity.

EDUCATION

Certificate in Game Design

University of Washington (2019)

B.A. Cultural Anthropology

Minor: Screenwriting

University of California, San Diego (2013)

Tabletop RPG Design

RPG Writers Workshop (2019)

Game Writing Masterclass

The Narrative Department (2021)