

MAKENZIE DE ARMAS

GAME WRITER, DESIGNER, AND ONLINE CONTENT CREATOR

EDUCATION

Chapman University

Aug 2016 – May 2020

BFA in Creative Writing

Minor in Computer Science

CONTACT INFORMATION

Email: makenzie.de.armas@gmail.com

Phone: (909) 287-4180

Twitter: @MakenzieLaneDA

Instagram: @MakenzieLaneDA

LinkedIn: /makenzie-de-armas/

Website: makenzielaneda.com

PROFICIENCIES

Game Design

- Character Design
- Mechanics
- Interactive Narratives
- Playtesting

Creative Writing

- Fiction Writing (Fantasy Genre)
- Copywriting
- Worldbuilding
- Professional Written Communications
- Microsoft Office/Google Drive

Team Management

- Strong Leadership
- Efficient Organizational Tactics
- Excellent Verbal Communication Skills
- Quick Learner
- Detail-Oriented

PUBLISHED WORK

Knarl's Candy Compendium

DMs Guild, Oct 2019

Rated 5/5 stars. 200+ copies sold.

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DMs Guild, July 2019

Rated 4.75/5 stars. 125+ copies sold.

EXPERIENCE

Lead Writer — *The Islands of Sina Una*

The Deck of Many (January 2020 – October 2020)

- Helmed a team of passionate designers and writers to create a new Dungeons & Dragons 5e setting based in precolonial Filipino mythology.
- Designed the Babaylan, a new base class for 5e, and new subclasses for the 5e bard, cleric, druid, fighter, rogue, warlock and wizard classes. Created statistics for various monsters from Filipino myths that simultaneously provide a fun game experience and honor the source material.
- Supervised and organized the narrative worldbuilding team to produce a cohesive and vibrant setting that respects the history and real-life cultures it draws from.

Core Designer — *Kingdoms & Warfare*

MCDM Productions (January 2020 – Present)

- Worked as part of the core team of designers, under the direction of project lead Matt Colville, to create a Dungeons & Dragons 5e supplement facilitating kingdom management and battle tactics.
- Devised unique game mechanics to tactically manifest the narrative feel of running a kingdom or organization within the world of play.

Freelance TTRPG Content Creator

Independent (Mar 2019 – Present)

- Produced weekly encounters as part of a partnership with D&D Beyond and *Critical Role* to precede the release of *Explorer's Guide to Wildemount*.
- Worked in tandem with both D&D Beyond and Riot Games to create *Dark Tides of Bilgewater*, a 5e supplement that brings players into the world of the esteemed multiplayer online battle game *League of Legends*. Served as primary author for the supplement's adventure.
- Published multiple best-selling titles on the DMs Guild, including the ENnie award-winning supplement *Knarl's Candy Compendium*.
- Developed unique designs, personalities, and backgrounds for multiple recurring characters on TTRPG actual-play streams.

Creative Director — *60 Seconds Online Magazine*

Omics LIVE! (May 2018 – Aug 2019)

- Managed the online magazine's team of 20+ Tab Editors, Writers, and Social Media Interns.
- Furthered the magazine's industry connections by redesigning the magazine's flagship "Executive Interviews" program. Highlighted interviewees include Dungeons & Dragons writer James Haeck, novel author Elizabeth Lim, and fashion designer Erin Cole.