

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

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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 – Present)

- 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.
- 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.

Co-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*. Created two new subclasses and 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*. to release multiple best-selling titles on DMs Guild.
- 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.