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. 100+ copies sold.

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DMs Guild, July 2019

Rated 4.75/5 stars. 110+ copies sold.

EXPERIENCE

Online 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 as a independent writer and publisher to release multiple best-selling titles on DMs Guild.
- Served as lead writer for *The Islands of Sina Una*, a Dungeons & Dragons 5e setting based in precolonial Filipino mythology.
- Co-hosted and produced the Dungeons & Dragons 5e actual-play podcast *One On One: A D&D Duet Campaign*.
- Developed unique designs, personalities, and backgrounds for multiple recurring characters on TTRPG actual-play streams. Worked with high-profile Twitch streaming channels including WebDM, Scratticus Academy, and D&D as produced by Wizards of the Coast.
- Created a powerful personal brand as a positive member of the online TTRPG community on Twitter.

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.

Writer — *Player's Guide to Capital*

MCDM Productions (November 2019 – Present)

- Worked under the direction of project lead Matt Colville to create a Dungeons & Dragons 5e-compatible supplement book based around Capital, the city from MCDM Productions' actual-play stream *The Chain.*
- Led content design for the Font, House Vorona, and their respective districts.
- Produced approximately 12.5k words for the project.

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.