

Gabriel Ling

gabriel.ling.17@gmail.com

GabrielLing.com
[/in/gabrielling/](https://in/gabrielling/)

PROFESSIONAL EXPERIENCE

Blizzard Entertainment

Narrative Designer on Diablo IV – Vessel of Hatred Expansion

JUN 2023 - PRESENT

- Pitch, develop, and own lore for a new zone, new class, and other concepts new to the Diablo universe
- Collaborate with lore historians to ensure cohesion with established franchise lore
- Act as narrative point of contact and provide context and guidance for team members who had questions about X1's story
- Wrote and iterated on dialogue for half of campaign, 5 cinematic cutscenes, and 3 open world areas

Narrative Designer on Diablo IV – Base Game

Assistant Writer (contract): JAN 2021 - FEB 2022

Associate Narrative Designer: FEB 2022 - SEP 2022

Narrative Designer: SEP 2022 - JUN 2023

- Wrote and iterated on dialogue with an understanding of emotion, pacing, tone, and clarity across main campaign, cutscenes, side quests, strongholds, local events, and open world
- Implemented gameplay dialogue in engine
- Designed and wrote descriptions for interactive items to hit environmental storytelling beats
- Collaborated and brainstormed with other teams (Quest, Cinematics, Open World, Systems and Dungeons) to ensure my work stayed within scope and met other teams' needs
- Trained new team members after developing proficiency in game's proprietary engine

Vicarious Visions Activision — *Narrative Design Intern*

SUMMER 2020

Tony Hawk's Pro Skater 1 + 2 Remaster

- Diagnosed and fixed narrative bugs in the Unreal Engine

Unreleased Incubation Project

- Pitched and drafted cutscenes to hook players' attention and feed questline engagement
- Compiled extensive research to enhance sensitivity when writing for various player demographics

DigiPen ProjectFUN Summer Camp — *Game Design TA*

SUMMER 2018

- Facilitated 3 middle school aged classes in various game design topics
- Provided critique on student projects, helped students problem solve, and brainstormed ways for students to expand their work

EDUCATION

DigiPen Institute of Technology

Game Design

JUN 2017 - DEC 2020

University of Connecticut

Bachelor of Arts in English

MAY 2014 - MAY 2017