Gabriel Ling

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/in/gabrielling/

PROFESSIONAL EXPERIENCE

Blizzard Entertainment – *Narrative Designer on Diablo IV*

Assistant Writer (contract): JAN 2021 - FEB 2022
Associate Narrative Designer: FEB 2022 - SEP 2022
Narrative Designer: SEP 2022 - PRESENT

Base Game, Vessel of Hatred Expansion, Season 9: Sins of the Horadrim, and Expansion 2 (unreleased)

- **Completely owned all narrative aspects of Season 9 from preproduction to ship date and after**
- **Pitched Season 9's story to directors** and addressed their feedback within live service deadline constraints
- **Developed new lore and story for a longstanding IP**. Respected and built on the franchise's vast pool of pre-existing lore
- **Collaborated with other disciplines across art, design, tech, and sound** to represent story goals, asks, and context. Ensured my work stayed within scope and met other teams' needs
- **Wrote, iterated, and implemented dialogue and other text across the entire game**, including main campaign, cutscenes, side quests, strongholds, local events, and open world
- **Created new character one sheets and casting materials.** Reviewed and selected audition samples
- **Participated in voice over recording sessions** to ensure actor performances met story needs
- **Interfaced with partners in Products to provide feedback on out-of-game content**, including short stories, comics, webtoons, cookbooks, animatics, and scripts for developer live streams
- **Selected as a mentor to train new team members** in franchise style and tone standards, as well as 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
- **Quickly became proficient in Jira software** to track tasks and report progress

Unannounced Incubation Project

- **Pitched and drafted cutscenes to feed questline engagement** and hook players' attention
- **Compiled extensive research to enhance marketability** 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