

FERGUS COYLE

coylefergus@gmail.com | EU Citizen | (he/him)

Combining 6 years experience in Narrative Design and Software Development to craft innovative, exciting games.

RELEVANT EXPERIENCE

Narrative Designer (Hunt: Showdown 1896) – Crytek | 2022 – 2024

- Lead narrative design for all Maps, directly collaborating with Level Design and Environment Art
- Wrote for all aspects of the game: e.g. cutscenes, event stories, biographies, and all UI texts
- Implemented all narrative features in-engine with proprietary tools
- Worked in a writer's room format for planning, writing, and presenting story chapters
- Entrenched with various inter-department teams to carry out Director-level Narrative goals
- Managed the Localization process for 10 languages
- Managed all narrative documentation, e.g. timelines, lore bible, character bibles, internal wiki

Software Developer – ID Computer Software | 2016 – 2020

- Lead development of two major projects for our biggest client
- Designed desktop, web, and mobile applications
- Developed several web and mobile applications, from UX/UI to server and database management
- Wrote and maintained all company documentation, both internal and external
- Operated customer-facing maintenance for 7 web, desktop, and mobile application products

Script Analyst – Coverfly | 2022 – 2025

- Read hundreds of film and TV scripts and wrote feedback directly to the writer
- Worked with writers through multiple drafts, assessing the effectiveness of changes

EDUCATION

Vancouver Film School

Writing for Film, Television, & Video
Games

University of Strathclyde

Mathematics & Computer Science

QA Apprenticeships

Information Technology &
Telecommunications Professional