Deckard Manne

Writer, Game & Narrative Designer

Summary

Currently seeking an entry level position writing and designing game worlds, narrative, and mechanics.

Contact

- deckardmanne.com
- deckardmanne@gmail.com
- (216) 319-1087
- 3289 Dellwood Rd, Cleveland Heights, OH 44118

Software Skills

- **Experienced:** Adobe Creative Suite, Microsoft Office Suite, Autodesk Maya, TouchDesigner
- **Proficient:** Unreal Engine, Unity, Java, Git, C#, HTML, Javascript, CSS, Notch Builder

Interests & Activites

- Game design, ice hockey, film, fiction writing, role-playing games, Arthurian Legend
- Miami University's Film Society, Astronomy Club, Archery Club, Electronic Gaming Association

Education

Major in Games + Simulation, Minor in Interactive Media Studies, Minor in Computer Science

Miami University, Oxford, Ohio   *07/2019 — 05/2023*

President's List Fall 2020 & Spring 2022; Dean's List Spring 2021, Fall 2021, Spring 2023; 3.88 GPA

Professional Experience

Game Writer & Designer, Self-Employed

Calibourne Studios, Cleveland, Ohio   *03/2023 — Present*

Create content for my solo, independent tabletop role-playing game company. Design mechanics, write narrative adventures, build worlds and characters, create and format layouts, edit copy, and self-market. Released books include:

- ***Arthurian Artifacts (2024),*** a design-focused, self-published TTRPG book written with a research-heavy emphasis on historical-literary sources
- ***Knights of Castle Carament (2024),*** a narrative-focused, self-published TTRPG adventure book
- ***Emerald Groves (2023),*** a narrative-focused university capstone book
- ***Relics of Calibourne (2023),*** a design-focused university capstone book

Game Writer & Designer, Freelance

Roberto Gatto / Treasure Tales, Remote   *10/2023 — 12/2023*

Create content for the upcoming TTRPG project Treasure Tales. Design game content with a focus on evocative storytelling and engaging design.

Game Writer & Designer, Volunteer

Anbennar a Europa Universalis IV Mod, Remote   *11/2022 — 04/2023*

Write narrative structures and systemic elements, focusing on creating unique play experiences. Work with a large team on expanding an existing world through story and gameplay.

Copy Center Staff

Miami University English Department, Oxford, Ohio   *08/2022 — 05/2023*

Work in the Miami University English Department's Copy Center as one of the student staff members. Create graphics, posters, and flies, manage print jobs, and collect and organize data.