

DAVID L. CRADDOCK

Freelance Writer / Author

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Skills and Specialties

Journalism, research, SEO, creative writing, technical writing, copywriting and copyediting, nonfiction, podcasts, on-air hosting, live streaming

Work Experience

Contributing Editor – April 2016 to February 2017

Features/Long Reads Editor – February 2017 to Present

Shacknews.com

As features/long reads editor, I write short- and long-form content with a focus on how games are made and the people who make them. Each Shacknews Long Read spans narrative-style chapters, Q&A interviews, and oral histories that cover topics such as the making of a game and its impact on popular culture. I am also co-host of the Shacknews Shackcast, live interviews from the E3 show floor, and a co-broadcaster/shoutcaster for eSports competitions.

Editor-in-chief and Creative Director – September 2015 to September 2017

RETRO Videogame Magazine

Managed a stable of writers committed to writing features published in print and digital formats. Work with publisher to determine each issue's thematic direction and assign projects. Assist in copyediting and production. Write long-form content that explores industry and developer history.

Creative Writer - July 2013 to Present

eCommerce

Write buyer's guides covering a diverse array of topics for eBay and other clients using SEO techniques and practices.

Content Producer / Copywriter - April 2010 to December 2016

Reputation.com

Write biographies and creative content according to SEO practices. Appointed as a priority writer and assigned special projects such as writing marketing materials for the company.

Creative Writer - October 2008 to July 2011

Wrote character dialogue, narrative, world lore, and documentation for PC and social games. Collaborated with design, art, and engineering teams to write content that

facilitated game objectives. Credits: *Marvel Heroes*, *Hellgate: Resurrection* (complete rewrite of original *Hellgate: London* game), *The Legend of Spirehold*.

Lead Writer and Features Editor - May 2008 to January 2009

Joystiq.com Network

Wrote editorial and news content for various sites across the Joystiq.com network, with a focus on BigDownload.com, Joystiq's PC-centric site. Maintained and helped contributors adapt to style guide, edited peer articles, established editorial content and direction, and attended industry events to provide coverage of products.

Editor - September 2005 to May 2007

Shacknews.com

Wrote previews, reviews, and news content tailored toward the videogame industry, with a focus on community interaction.

Freelance Writer - January 2004 to present

Write editorial, evaluative, and technical content. Past and present clients include VICE, Paste magazine, Electronic Arts, The Escapist, Touch Arcade, Official Xbox Magazine, Fantasy Book Critic, and Earth Techling, among others.

Education

Graduate of Kent State University Stark Campus, Fall 2011. English and Creative Writing.

Writing Samples & References

* Visit dlcraddock.journoportfolio.com/select-samples for a curated selection of my work. Additional samples available upon request.