

Kyle Wilson

**Games Journalist &
Creative Copywriter**

Kyle Wilson

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About Me

Kyle is a games journalist and creative copywriter with experience creating written content in various forms to a high standard of quality and accuracy. He has experience optimizing content using dynamic Search Engine Optimisation (SEO) guidelines, self-editing and self-publishing content using a content management system (CMS), and a working understanding of Google Analytics. In addition to this, Kyle also has experience working with workflow tools and both Microsoft Office and GSuite software. He's self-motivated, quick to adapt, and believes collaboration is often the key to success.

Experience

The Loadout, Network N Media (nee Network N) / Staff Writer

JAN 2022 - DEC 2023, REMOTE (BASED IN BATH)

Creating written content for a digital media brand, self-editing and self-publishing using a CMS, sourcing original stories and unique angles on existing topics, adhering to dynamic SEO guidelines, social media management, utilizing workflow tools, fostering and maintaining industry relationships

Realsport101, Gfinity PLC / Staff Writer (Freelance Contract)

FEB 2021 - JAN 2022, REMOTE

Creating written content for a digital media brand, self-editing and self-publishing using a CMS, sourcing original stories and creating comprehensive guide content for popular video games, adhering to dynamic SEO guidelines, social media management, utilizing workflow tools, fostering and maintaining industry relationships

Gamezo, Gamezo / Content Editor

FEB 2021 - JAN 2022, REMOTE

Creating written content for a digital media brand, self-editing and self-publishing using a CMS, editing outgoing work, content strategy, sourcing original stories and creating comprehensive guide content for popular video games, adhering to dynamic SEO guidelines, social media management, utilizing workflow tools

BELONG Gaming Arenas / Arena Specialist

NOV 2018 - APR 2021, PORTSMOUTH (UK)

Esports tournament administration and organization, social media management, interpersonal communications, customer service and retail experience, technical troubleshooting

Education

University of Portsmouth / MA Creative Writing

SEP 2017 - APR 2018, PORTSMOUTH (UK)

Graduated with a Merit classification.

The final project was a feature-length screenplay focused on Polish resistance fighters during the Second World War and an accompanying report exploring the themes represented and research conducted.

University of Portsmouth / BA (Hons) American Studies & History

SEP 2014 - SEP 2017, PORTSMOUTH (UK)

Graduated with a 2:1 classification.

The final dissertation was a focused report on the impact of Lyndon B. Johnson's domestic housing policy on African American communities in urban centers during his presidency.

Examples of Work

How Respawn gave Jedi Survivor the most eclectic Star Wars music yet / The Loadout

An interview with Respawn Entertainment music director Nick Laviers on the in-universe music created for Star Wars Jedi Survivor.

<https://www.theloadout.com/star-wars-jedi-survivor/interview-music-pyloons-saloon>

New Destiny 2 Wish-Keeper bow is a must-have Exotic for Season 23 / The Loadout

A timely, SEO-focused news article on Bungie's Season 23 update for Destiny 2 with added insight regarding the Wish-Keeper Exotic bow available to unlock in-game.

<https://www.theloadout.com/destiny-2/wish-keeper>

Evil Dead The Game's devs on their vision, the horror game, and beyond / The Loadout

An interview with Saber Interactive's chief creative officer Tim Willits, chief narrative officer Craig Sherman, and music director Steve Molitz on the future of Evil Dead The Game after one year of planned post-launch content updates.

<https://www.theloadout.com/evil-dead-the-game/interview-development-horror-game-future>

Huge Ubisoft RPG free on Xbox Game Pass just in time for the holidays / The Loadout

A timely, SEO-focused news article on Far Cry 6's arrival on Xbox Game Pass in December 2023

<https://www.theloadout.com/xbox/game-pass-far-cry-6-joins>

Assassin's Creed Mirage review – proof that bigger isn't always better / The Loadout

A long-form review of Assassin's Creed Mirage written ahead of release and to a review embargo.

<https://www.theloadout.com/assassins-creed-mirage/review>