NEIL SCHNEPF

email: nschnepf@gmail.com   **writing portfolio:** nschnepf.journoportfolio.com

LinkedIn: linkedin.com/in/neilschnepf   **design portfolio:** 25-hourday.com

---

Industry Experience

Razor Edge Games – Writer, Designer   **February 2020 - present**

- Create detailed descriptions of game flow, rules, and other game-related mechanics
- Develop characters, dialogue, and branching storylines for quests and overarching narrative
- Contribute short stories, social media content, and other narrative and descriptive material for both internal and external publication and distribution
- Develop new gameplay mechanics and narrative systems (flexible nonlinear quest framework, personality-driven NPC interactions, syntax for nonlinear quest pseudocode/game mod tool)
- Conduct research and extrapolate current sociopolitical and technological trends to develop a comprehensive future history and timeline of events
- Develop and maintain the *Eden Falling* Game Design Document, narrative bible, and archive of game-related lore
- Lead a team to develop a series of themed mini-ARGs to build community and explore new corners of the game world's narrative landscape
- Collaborate with team leads to ensure that design documents are accurate and accessible during game development
- Maintain a solid understanding of gameplay mechanics and related lore, game elements, characters, NPCs, and overall gameplay

Table Flip Board Games – Creative Lead, Designer, Writer, Cofounder   **May 2014 – February 2020**

- Led a small team of artists to maintain thematic cohesion and a strict adherence to design constraints
- Developed 2 titles from ideation to publication, including paper prototyping, playtesting, and print production
- Designed game mechanics and developed narrative backstories
- Assisted with mapping short- and long-term franchise development, including creation of legacy versions, alternate gameplay modes, mission packs, and enhanced game assets
- Designed game components and product packaging
- Authored and edited visual style guides
- Composed, laid out, and edited game manuals and sell sheets
- Worked with domestic and foreign manufacturers to meet design specifications and standards

Sunbreak Games – UI/UX Designer and Researcher   **May 2016 - November 2016**

- Conducted eBook marketing and UI/UX design research and analysis
- Authored and edited project design and style guides
- Performed asset clean up and digital platform migration of original book illustrations
- Assisted in eBook (Care for Our World) page layout and UI/UX design

Forever Interactive – Environment Artist, Designer, Writer   **May 2009 - December 2014**
Cyber Solstice (Ouya and Steam Box, Unity, beta release)
- Responsible for world building, character creation, level design, and mission objectives
- Fostered efficient team workflow by authoring and maintaining in-studio tutorials and production pipeline guides
- Ensured accuracy and design consistency by editing and revising project style guide and internal asset wikis

Creative Projects

Eden Falling (Razor Edge Games, video game)   **est. 2022**
- Writer, designer

Black Hands of Hathoway (Table Flip Board Games, card game)   **2016**
- Designer, writer

Sunbreak Games (Care For Our World, interactive eBook App for iPad)   **2016**
- UI/UX designer and researcher

Last Stand (Table Flip Board Games, tabletop RPG)   **2015**
- Designer, writer, graphic artist

Forever Interactive (Visions of Zosimos, video game)   **TBA**
- Environment artist, writer

EverFire (Cyber Solstice, video game - Ouya and Steambox release)   **2013**
- Environment artist, designer, writer

EverFire (Battle Gnomes, video game)   **2011**
- Environment artist

Education

The University of Washington   **August 2018**
Certificate, Front-end development with HTML, CSS & JavaScript

The Art Institutes - Chicago   **August 2007**
BFA, Digital Art and Animation

The Gotham Writers Workshop   **2020**
Video Game Writing, Part 1
Video Game Writing, Part 2