

Michael Faulkner

Senior Writer - Narrative Designer - Voice Actor

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Summary

With over 20 years of experience in storytelling -- spanning theatre, screenwriting, voice acting, and game narrative -- I specialise in immersive narrative design and cross-media storytelling. Most recently, I led narrative development at Cathedral Studios on the horror title *The Bornless*, delivering deep worldbuilding, character creation, lore systems, and cinematic content. My background as a trained actor and writer allows me to bring a unique emotional depth and authenticity to narrative design, particularly in the horror genre.

Core Competencies

Narrative Design | Game Writing | Horror Storytelling | Worldbuilding | Voiceover Scripting & Direction | Screenwriting | Transmedia Storytelling | Copywriting | Environmental Storytelling | Team Collaboration

Experience

Cathedral Studios

Head of Narrative

January 2024 - July 2025

Led narrative design for *The Bornless*, a multiplayer horror game, overseeing all internal narrative systems: lore development, worldbuilding, dialogue scripting, and character design. Created comprehensive narrative documentation to align game design, tone, and story direction across departments.

- Wrote scripts, led casting, and directed voiceover talent (also performed VO for multiple characters)
- Co-wrote in-universe comic *Dark Fracture* to expand IP across media
- Developed a 'Lore Collectables' system, writing thousands of words for in-game content
- Collaborated on trailer production, PR stories, and major marketing campaigns
- Worked in Unreal Engine 5 to implement copy for UI/UX as well as narrative systems
- Project led the localization of all in-game text into 12+ languages

🔗 <https://thebornless.com>

MetaBards

Lead Writer

January 2022 - January 2024

Delivered bespoke narrative and copywriting content for 50+ clients, including indie studios, creative agencies, and marketing firms. Projects ranged from social media campaigns and internal brand storytelling to VO scripts and multimedia content.

- Provided narrative consulting and written assets for diverse digital platforms
- Handled client acquisition and business development all the way through to production
- Delivered creative writing, content strategy, and voiceover services
- Collaborated with client teams across the world to align voice, tone, and brand identity

Education

The Royal Central School of Speech and Drama

Acting

BA

October 2014 - June 2017