



Ryan McDiarmid

Writer, Narrative & Game Designer, Generalist

EXPERIENCE

Young Suns, KO_OP

Writer/Narrative Designer, Freelance, 2025

- Design, writing, and programming for Discord-based narrative metagame to promote company's upcoming title.
- Sci-fi worldbuilding and storytelling, including lore and dialogue content.

Hope in the City, Lofty Sky Entertainment

Narrative Designer, Freelance, 2024-2025

- Design of foundational narrative systems to support unique, puzzle-based progression.
- Implementation of first pass systems in Unity as proof-of-concept/vertical slice.

Sky of Tides, Lofty Sky Entertainment

Narrative Designer, Freelance, 2024

- Rewriting and restructuring of existing scenes in order to improve player retention and interactivity while respecting budget and scope.
- Writing additional dialogue and lore to match project's existing character voices, world setting, and tone.
- Implementation of interactive and non-interactive scenes, including creating in-engine animation, additional SFX, and more.

Goodbye Volcano High, KO_OP

Cutscene Integration, Freelance, 2023

- Integration of audio, animation, and other assets to create cutscenes from storyboards using Unity Timeline and custom tools.
- Editing of cutscenes, adjusted timing, framing, animations, and other elements to enhance storytelling.
- Use of Unity, Ink, and other tools to rapidly track down and fix or report problems.

Cancelled Project, Anemone Hug Interactive

Game and Narrative Design, Employee, 2019 - 2022

- Writing of in-game text, including lore entries, dialogue, menu text, and more for deep-future science fiction setting.
- Editing and rewriting of overall narrative and timeline for coherence, thematic consistency, and alignment with game design.
- Design of behavior and attack patterns for all in-game enemies, bosses, etc.

Hardspace: Shipbreaker, Blackbird Interactive

QA, Subcontracted, 2022

- Testing and optimization of performance during porting process to PS5, Xbox Series X, and Xbox Series S.

TOOLS

- Unity, Unreal Engine
- C#, Python, CSS, HTML
- Ink, Twine
- Figma, Miro, Sketch
- Adobe Suite (PS, AI, ID, AE)
- GitHub, Sourcetree, Fork, UVC / Plastic
- Jira, Monday
- Google Drive Suite

SKILLS

- Dialogue, Prose, & Visual Storytelling
- Sci-Fi and Fantasy Worldbuilding
- Editing & Analysis
- Communication
- Creative Problem Solving
- Adapting New Toolsets & Workflows
- Matching Output to House Styles
- Ideation & Iteration Based on Feedback
- Public Speaking & Presentation

CONTACT

📞 (250) 726-5353

✉️ hello@ryanmcdiarmid.com

🌐 www.ryanmcdiarmid.com

linkedin.com/in/ryan-mcdiarmid

github.com/Memenaar

itch.io/memenaar.itch.io/

EDUCATION

IDEA School of Design at Capilano University

Bachelor of Design, Visual Communication, 2015 - 2019

University of British Columbia

Bachelor of Arts, English Literature, 2007 - 2012