

Madison Trembley

Narrative Designer

madisontrembley@gmail.com

OBJECTIVE

To bring ideas to life through storytelling, and to make the player connect with the characters while playing.

EDUCATION —

University of Silicon Valley, San Jose, CA
2022-2025

Graduated with a bachelor's degree in Game Design with a focus on Game Writing

Foothill College, Los Altos Hills, CA
2020-2022
Graduated with an AA degree in English

KEY SKILLS —

Scriptwriting
Character Design
Japanese (N2)
Microsoft Word
Excel
Unreal Engine 4 & 5
Godot

EXPERIENCE

2024-Present

Game Writer • Internship • Icarus Development

Writes the plot of the game and develops the playable characters the player will collect.

2025

Narrative Designer • Internship • Endless Studios

Writes and revises the game's writing, from the overarching story to the dialogue.

ACCOMPLISHMENTS

-Received runner-up in the Scaryloom writing contest on Storyloom and won \$250 dollars.

-Graduated with Cum Laude at the University of Silicon Valley.

LEADERSHIP

I directed, wrote for, and programmed my own indie game, Fictional Fighters. The team consisted of me and three other artists. I managed to recruit them and manage them to create most of the art for the game.

CERTIFICATION

2024 – Japanese Language Proficiency Test N2