

COLLETTE QUACH

Narrative and Game Designer

510-508-4919

collettequach@gmail.com

collettequach.wixsite.com/home

[linkedin.com/in/collette-quach-8b9720b7/](https://www.linkedin.com/in/collette-quach-8b9720b7/)

EDUCATION

UNIVERSITY OF
SOUTHERN CALIFORNIA

MFA | Interactive Media &
Game Design

UNIVERSITY OF
CALIFORNIA, SANTA
CRUZ

BA | Film and Digital Media,
Production Specialization

AWARDS

ENNIE Silver Award 2020

SYSTEM Grant

Annenberg Fellowship

Shriram Family Scholarship

TOOLS

Unity

Audacity

Trello

Jira

Twine

Inkle

Final Draft

Google Office

Adobe Creative Suite

PROFESSIONAL EXPERIENCE

FREELANCE WRITER AND DESIGNER

Self-Employed | October 2018– Present

- Contracted to write and design adventures, encounters, and monsters for various TTRPG systems

LAST BROADCAST

Game Director and Narrative Lead | August 2022– Present

- Directed a team of 22 on a 3D branching narrative game
- Designed and iterated on game mechanics and levels
- Wrote screenplays and technical narrative documentation

STUDENT ASSISTANT

USC Games | August 2021– Present

- Assisted professor with communication to students on assignments and organized materials for class
- Provided students feedback on projects and assignments

PROJECTS

PATHFINDER: LOST OMENS TIAN XIA

Game Designer and Writer

- Contracted by Paizo to redesign content for Pathfinder 2e
- Redesigned pre-existing ancestry and creatures to match updated systems and remove problematic content

QUEERZ! RPG

Game Designer and Writer

- Designed and wrote a villain for a super sentai LGBTQ+TTRPG by Son of Oak Game Studio
- Launched on Kickstarter and funded in 4 hours with a final amount of \$104,292 USD

MONSTER HAVEN

Lead Narrative Designer

- Lead narrative team and scheduled meetings about story and their interaction with the systems
- Wrote screenplays and barks of the characters