

# Cohen Edenfield

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## Writer

### Writing Skills

See portfolio for samples: [www.cohenedenfield.com](http://www.cohenedenfield.com)

- Character-driven dialogue
- Cutscene scripting
- Quest creation
- Combat barks
- Item Descriptions
- Editing
- Narrative design
- The endless additional minutiae of games-writing
- Character specs/sides for voice actor casting & recording
- Meeting tight deadlines

### Additional Skills

- Remote work
- Streaming
- Community management
- Social media campaigns
- Proficient in Jira, Confluence, and Agile project management

## Games Work Experience

**PerBlue**, July 2022–November 2023

Titles: Game Writer, Content Designer

Projects: *Disney Heroes: Battle Mode*; Additional unannounced projects

### As Game Writer:

- Wrote dialogue and dozens of quests for iconic Disney characters, along with narration, item descriptions, character bios, and other incidental text, on a three-week live-service release cycle.
- Prepared main campaign story beats and maintained bible for a sprawling story that updated with monthly releases, accommodating six years of accumulated continuity.
- Communicated with Disney IP management to ensure compliance with character and content guidelines.
- Coordinated localization and translation with external translation services, including managing game strings, proactively identifying potential translation issues, and recommending solutions.
- Mentored summer interns in game writing and professional development.

### As Content Designer:

- Created character spec sheets for animation, collecting references and translating broad guidelines into specific executables for external animation service.
- Created spec sheets for hundreds of miscellaneous 2D assets, pulled from across dozens of franchises and properties.
- Developed pitches for upcoming projects.

## **What Pumpkin Games, April 2015–April 2018**

Titles: Writing Lead, Creative Director

Projects: *HIVESWAP: ACT 1*; *HIVESWAP: ACT 2*, Additional unreleased projects

### As Writing Lead:

- Wrote dialogue, cutscene scripts, item descriptions, narration, and all additional incidental writing. Total word count of ACT 1 is roughly 220,000.
- Developed game story and maintained story bible across multiple installments.
- Developed narrative ARG to bridge the gap between game releases.
- Created dozens of additional NPCs

### As Creative Director:

- Managed the development of all game assets, from rough concept to final release.
- Worked with department heads to ensure balance between the project's vision and the creative agency of individual team members.
- Created design documentation for all game features.

### Additional Responsibilities:

- Created several successful social media campaigns.
- Introduced file storage system and communication for remote workers.
- Product development, gathering assets and giving notes to merchandising partners.
- Produced teasers and additional marketing videos.

## **Skulltenders LLC, February 2023–Present**

Titles: Writer/Director/Game Master

- Currently writing, directing, and game-mastering *Skulltenders*, a narrative-driven podcast utilizing the Dungeons and Dragons 5E system, which charted at #5 in Comedy Fiction Podcasts in the United States on release.

## Additional Work Experience

### **Deluxe Digital Media, October 2018–October 2020**

Title: Production Coordinator, Creative Localization

- Coordinated localization of in-development theatrical, broadcast, and streaming films and television shows, shepherding translation into dozens of different languages. Clients included Netflix, Amazon, Warner Brothers, Youtube, and Universal Pictures.
- Ensured rights compliance for licensing of preexisting music, film, and television.

## Education

### **Master of Arts in English Literature, Texas A&M University, 2013–2015**

- Taught courses in composition, rhetoric, and technical writing.