

Nick Bush

Designer

Contact

Website	njdbush.com
Email	njdbush@gmail.com
Phone	(416) 270-3804
Location	Toronto, Canada

Work Experience

2021-08 — present

Technical Editor at [Tributary Games](#):

[King of the Castle](#) is a Twitch-connected multiplayer narrative strategy game released on Steam in 2023.

- Edited and integrated over 800,000 words of branching content
- Developed narrative tools and Ink-specific functionality to increase content flexibility
- Responsible for narrative and strategic balance as part of design team
- Conducted internal QA and processed analytics for narrative analysis

2019-06 — 2021

Narrative Support at [Stave Studios](#):

Stave Studios released their debut game [Over the Alps](#) in 2019 on Apple Arcade, which went on to win the Writers' Guild award for Best Writing in a Videogame.

- Coordinated with external localization team to translate a language-focused game into 14 languages
- Helped the Narrative Design team implement branching narrative using Ink & Unity
- Worked on tools to help automate tests and assisted internal and external QA teams during development

2018-07 — 2021

Conversation Designer at [\[24\]7.ai](#):

[24]7.ai is one of the largest customer experience providers with a focus on AI-powered chatbots and automated voice systems.

- Designed, implemented and maintained chatbots and voice user interfaces for Fortune 500 clients
- Owned the design of conversation flows and user intent guides
- Created client-facing performance reports and provided tuning and optimization recommendations
- Contributed to each step of project delivery: from data-driven natural language model creation to grammar writing
- Gained working knowledge of multiple types of interfaces (voice, chat, knowledge base), launched on different platforms and built using various tools

2013-11 — 2017-12

Project Lead at Moonray Studios:

Moonray Studios specializes in digital media, from interactive productions for broadcasters (web/mobile) to original independent PC games.

Created successful funding proposals for *Debris* and several other projects, raising \$1.7M in the process

Wrote and designed *Debris*' narrative and oversaw voice recording and technical implementation into Unity

Worked with medical professionals and advisors to portray an empathetic representation of psychosis in a mainstream game (*Debris*)

Worked with top Canadian broadcasters like CBC and Teletoon to deliver coproductions on time and on budget

Education

2008 — 2013

University of Waterloo

Bachelor: *Rhetoric and Professional Writing - Digital Arts Communications specialization*

Skills

Design

Narrative Design (Ink, Twine)

Conversation Design (Chat, Voice)

Natural Language (Grammars, NLTK)

Professional Writing

Editing

Long-form & Creative Writing

Technical Writing

Funding Proposal Development

Game Development

Unity

Android/iOS

HTML5

Web Development

HTML

CSS

Javascript

Languages

English

Native speaker

French

Professional working