

# Nick Bush

Designer

## Contact

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<b>Location</b>	Toronto, Canada

## Work Experience

2021-08 – 2023-04

### **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 900,000 words of branching content
- Developed narrative tools and Ink-specific functionality to increase content flexibility
- Balanced strategic and narrative mechanics using player data
- Conducted internal QA and processed user analytics

2019-06 – 2021

### **Narrative Support** at **Stave Studios:**

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

- Coordinated with external localization team for translation into 14 languages
- Helped the narrative implementation using Ink & Unity
- Worked on tools to automate tests and assist QA teams

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
- Delivered conversational systems in multiple interfaces (voice, chat, knowledge base) and multiple languages

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.

Raised \$1.7 in funding for [Debris](#) and several other projects

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

Collaborated with medical professionals and advisors to portray an empathetic representation of psychosis in *Debris*

Worked with top Canadian broadcasters like CBC and Teletoon to deliver co-productions 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, Language Models)

**Professional Writing**

Editing

Long-form & Creative Writing

Technical Writing

Funding Proposal Development

**Software Development**

Unity

Web

CLI

Languages

**English**

Native speaker

**French**

Professional working