



# GEMMA THOMSON

## GAME/NARRATIVE DESIGNER

Multi-disciplinary game developer and narrative designer with a particular interest in **inclusivity**. I have experience working independently, in small to medium-sized teams, and as a team lead—always with a keen focus on communication, iteration, and scope.

## EXPERIENCE

### Content Designer

**Paradox Interactive** (2019–present) | [Stellaris](#)

**Designer**, science fiction **writer** and **scripter** of events, gameplay features and other player-facing content. I work closely with colleagues in various disciplines, with additional tasks as diverse as directing art requests, writing voice-over scripts, and ensuring smooth workflows both for our team and for external partners.

### Content Design Lead

**Paradox Interactive** (2021–22) | [Stellaris](#)

I worked as **team lead** for written and scripted content on the studio's sci-fi strategy title, *Stellaris*. I worked closely with the studio's Design Director to expand our department, mentor new team members, and set new standards for quality before returning to the Content Design team as a senior developer.

### Freelance/Independent Game Designer

**Metrowitch Interactive** (2014–19) | [Waybinder](#), [A Planet Wakes](#), ...

I worked on client projects, 'indie' collaborations, game jam projects and solo efforts—the most recent of which was featured in the Yonderplay showcase at Nordic Game in 2019. I also gave **talks** during this time, at venues including GDC, Nordic Game and the Queerness & Games Conference.

### Visiting Lecturer, Game Design & Production

**Södertörns Högskola**, Stockholm County (2016–17)

I gave **hands-on support** and delivered my own **lecture material** to 1st and 2nd-year university degree students, teaching them game development in Unity and introducing them to concepts like asset pipelines and project management.

### Prior Work

- Co-founder, Kaludoscope AB (2015–18) | [Dragon Queens](#)
- Junior Designer, Playniac Ltd. (2012–13) | [Insane Robots](#), [International Racing Squirrels](#), ...
- Personal Assistant (2011)
- Sales Assistant, Gamestation (2005, 2007–08)

### Advocacy:

- Chairperson, Diversi (2014–2017)
- Co-founder, LadyCADE (2012–2018)

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🎮 [www.raygungoth.net](http://www.raygungoth.net)

🌐 Based in Stockholm, with British & Swedish citizenship

## EDUCATION

University of Huddersfield (UK)

*Computer Games Design BA (hons)*

2005–2009

## CORE SKILLS

Design & workflow documentation

Scripting • Prototyping

Writing • Feedback • Editing

Mentorship • Collaboration

## GAME ENGINES

Clausewitz Engine (3 years)

Twine (2 years)

Unity (5 years)

## INTERESTS

Photography • Cartography

Railways & Transit • Sci-fi

Lightsaber Combat • Cycling