



GEMMA THOMSON

GAME/NARRATIVE DESIGNER

PROFILE

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 team lead — for whole gameplay features, and teams of content designers.

EXPERIENCE

Content Design Lead

Paradox Interactive (2021-present)

Team lead for written and scripted content on "Stellaris". I've worked closely with the studio's design director to rapidly expand our department, mentor new team members, and engage the team in writing workshops. I'm also an experienced content designer with special interests in dynamic text and tutorials, with additional responsibilities as a 'feature captain' on the game's DLC projects.

Content Designer

Paradox Interactive (2019-2021)

Multi-disciplinary role which involves designing, writing and scripting events, collaborating with artists, writing voiceover scripts, and myriad other content delivery tasks — all of which enable player-driven stories in "Stellaris".

Freelance/Independent Game Designer

(2014-2019)

At various times I've 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 2019. I also gave talks during this time, at venues including GDC, Nordic Game and the Queerness & Games Conference.

Part-Time Lecturer in Game Design & Production

Södertörns Högskola, Stockholm County (2016-2017)

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

CONTACT

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EDUCATION

UNIVERSITY OF HUDDERSFIELD
Computer Games Design
BA (hons)
2005-2009

CORE SKILLS

Design documentation
Iteration • Prototyping
Writing • Feedback • Editing

INTERESTS

Photography • Cartography
LudoSport lightsaber combat
Railways & public transit
Linguistics • Science Fiction