Meghan Straus

meghanstraus@gmail.com | (410) 845-3157 | Cockeysville, 21030, Maryland

Narrative & Content Designer with 6+ years of experience on AAA and independent projects. Specialized in quest design, dialogue, worldbuilding, and cross-discipline collaboration, with hands-on experience in proprietary engines, narrative tools, and live player-facing content.

PROFESSIONAL EXPERIENCE

Content & Narrative Designer   Timonium, MD
Oxide Games   [2019 – 2024]

- **Authored and implemented ~1,000+ quests and barks** for the AAA strategy title **Ara: History Untold,** maintaining consistent tone and narrative cohesion throughout the game.
- **Designed UX text and tooltips** to clearly communicate complex gameplay systems while reinforcing narrative voice.
- **Researched and wrote ~100 articles** in-game encyclopedia entries covering core mechanics, systems, historical events, and locations.
- **Produced and maintained narrative and system design documentation** used across design, engineering, and UX teams.
- **Collaborated with external advisory groups** to gather feedback, analyze player data, and inform narrative and system improvements.
- **Partnered with engineers to design quest exporter tools** and implement new narrative hooks used across gameplay systems.
- **Represented the narrative team in community-facing Developer Diaries.**

RELEVANT COURSEWORK

Teaching Assistant, Hampshire College   [Fall 2014 & 2016]

Tabletop Game Design" & "Intro to Game Design"
Rob Daviau & Ira Fay

EDUCATION

Hampshire College   Amherst, MA
Bachelor of Arts, Game & Character Design   [2017]

SKILLS

Core Skills

Narrative Design, Content Design, Quest Design, Dialogue & Decision Trees, Worldbuilding & Storytelling, Design Documentation, Cross-Discipline Collaboration, Rapid Prototyping

Tools & Software

Unity, Unreal Engine, Twine, Miro, Azure DevOps, Perforce, Microsoft Office, Adobe Creative Suite, Visual Studio 2019, Autodesk Maya

PORTFOLIO

https://www.meghanstrausportfolio.com/