

Miranda Eastwood

eastwoodmiranda@gmail.com • <https://mirandaeastwood.com/>

SHIPPED TITLES

<i>Grounded 2</i>	Eidos Interactive / Obsidian Entertainment
<i>House of the Golden Mask</i>	Choice of Games

PROFESSIONAL EXPERIENCE

Invoke Studios, Montréal 03/2026

Game Writer - Warlock

- Worked **within an existing IP** to create a compelling world and characters
- Wrote **readables, barks for NPCs and enemies, social assets, UI text, and documentation**
- Worked with level design on **side quests**
- **Offered and integrated feedback** with/from the narrative team and other departments

Eidos Interactive, Montréal 05/2024

Narrative Designer - Unannounced project

- Worked closely with other departments to produce **AAA level cinematics, conversations, barks**, and various other narrative assets appropriate to specific in-game chapters
- Developed prototypes and pitches for narrative features, working closely with **programmers and voice designers to produce working templates** within tight time constraints
- Collaborated with actors on the **mocap stage and in the recording booth**
- Developed and workshopped **sprawling lore** alongside the narrative team
- Worked directly in Unreal to test **narrative systems, NPC placement, and VO timing**
- **Sole Narrative Designer on side quests**, developed from scratch alongside Level Design

Writer - Grounded 2

- Worked closely with all departments as a **writer on a tight team**
- **Managed integration** of narrative assets directly in **Unreal**
- **Tested and debugged** systems from the previous title
- Wrote and implemented **branching conversations and banter**, as well as UI and side quests

04/2023

Junior Game Writer - Unannounced project

- Developed **extensive background on a AAA game within an existing IP**, finessing characters, locations, and lore via peer feedback and weekly table reads
- Produced and integrated **written scripts in a proprietary engine**, producing a polished first playable with **branching dialogue and a sophisticated social gameplay system**

ADDITIONAL NOTES

Excellent communication skills in English and French. Experience with proprietary, industry-standard, and open-source game engines. Experience with actors on the mocap stage and in the recording booth.