

Lynnea Glasser

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Experience

[Dimensional Ink / Daybreak](#)

March 2020 - February 2024

Narrative Designer for DC Universe Online

- Full story ownership: pitch, presentation, cinematic lines, line-editing, and script supervision
- Collaborated to create cohesive, informed, and to-scope designs across multiple teams
- Wrote character and world guides, casting documents, and internal narrative databases
- Streamlined audio-narrative pipeline, provided art reference materials, improved itemization
- Multiple popular releases with quick turnaround: episodes, system updates, announcements

[Made Real Stories](#)

February 2010 - Present

Designer for Multiple Publications

- Authored award-winning adventure games commercially, instructionally, and competitively
- Planned, wrote, and proofread detailed worlds, stories, puzzles, and supplementary materials
- Storyboarded, wrote, programmed, tested, and scoped according to strict deadlines

[BioWare](#)

April 2012 - August 2015

Quality Assurance Analyst for Star Wars: The Old Republic

- Worked with the writers to establish copy-editing as standard QA procedure
- Fully rewrote and reworked testing templates to be clear, concise, and standardized

[The Bottom Line](#)

April 2008 - June 2009

Staff Writer

- Regularly contributed investigative or instructive content to bi-weekly deadlines
- Arranged distribution schedules, advertisements, announcements, and meetings
- Collected and reported information responsibly, thoughtfully, and informatively

[University of California, Santa Barbara](#)

January 2006 – January 2008

Health Education Article Author

- Researched from journals and peer-reviewed publications to write detailed articles
- Wrote the manual for future contributors
- Categorized and organized links to accommodate a better organization system

Additional

- [Texas Campaign for the Environment](#) *Organizer* June 2009 - February 2010
- [National Domestic Violence Helpline](#) *Volunteer* November 2011 - February 2012
- US Census *Enumerator* April 2010 - June 2010
- UCSB Sociology *Grader* November 2014
- [UCSB Marine Research Field](#) *Assistant* October 2011
- [P.I.S.C.O.](#) *Research Assistant* March 2007 - May 2007

Publications

[DC Universe Online](#)

July 2020 - [Unreleased Expansion]

- Concepted and presented original stories at every level, with simple, approachable narratives
- Improved Audio-Narrative pipeline, internal documentation, written guides, and templates
- Created missing internal databases, including character and story bibles
- Massive Tooltips, Achievements, and Ability editorial and organization improvements
- Rewrote the introductory tutorial for better engagement, using minimal additional resources

[Nightmare Snakes & Astral Ladders](#)

September 2019

- Mapped, designed, and charted out combat and spells in a nightmare-themed D&D adventure
- Clearly formatted game-specific rules, new monsters, and new sensitivity tools
- Playtested several times in different groups with different mediums
- Commissioned sensitivity readers to help mitigate any issues around phobias

[ChoiceScript Interactive Tutorial](#)

March 2016

- Thoroughly documented ChoiceScript game writing commands, concepts, and styles
- Twine UI that toggled scripting examples, explanations, elaborations, and common mistakes
- Exhibited concepts both by increasing difficulty (tutorial mode) and by function (index mode)

[Learning to Be Human](#)

September 2016

- Anti-bullying interactive lesson plan for an international South Korean school
- Researched and vetted culturally appropriate character concepts and stories
- Maximized character content by presenting multiple variations on the main path

[The Sea Eternal](#)

April 2016

- Centered on a failed romance with the ability to rekindle, move on, or something in between
- Unique characters with conflicting interests leading to nearly a dozen different endings
- Set in a fresh, rich world with both familiar story elements and novel mythology

[Creatures Such as We](#)

October 2014

- Rated 4.5 - 5 stars on Play Store, App Store, and Amazon.com, with positive Steam reviews
- Featured on *Rock, Paper, Shotgun*, *PC Gamer*, *Justice Points*, and more
- Second place in IF Comp 2014, winner of XYZZY 2014's Best NPCs
- Detailed characters, realistic space setting, engaging conflicts, unique layered structure
- Created innovative designs for both action and narrative game formats

[Coloratura](#)

October 2013

- Winner of IF Comp 2013, XYZZY 2013's Best Game, Best Puzzle, Best Individual Puzzle, and Best PC, and featured on *Rock, Paper, Shotgun*, *PC Gamer*, 2014 Boston FIG
- Crafted multi-layered horror, intuitive puzzles, and a scientifically accurate setting
- Worked early and close with testers to iterate towards the best experience

Additional

- [Willy Afton Worrit's Chocolate Experience](#): Whimsy, magic, and horror 2024
- [Original Real Coke](#): literal corporate hell cyberpunk adventure 2020

- [*Just Desserts*](#): Paranoia mission: destroy the “hazardous materials” 2019
- *Avernum*: D&D campaign with detailed notes, maps and characters 2017-2021
- [*Watcher at the Gate*](#): Short story in the anthology *Haunted Futures* 2016
- [*Service*](#): Short story in the anthology *Cthulhu Lies Dreaming* 2016
- [*DNA Polymerase*](#): Educational game for Twiny Jam April 2015
- [*How to Design Games for Boys*](#): Satire in *Chicks Dig Gaming* November 2014
- [*Tenth Plague*](#): Historical fiction text adventure for IF Comp. October 2011
- [*Divis Mortis*](#): Zombie-themed survival horror for IF Comp. October 2010