

Natalie Schmidt

NARRATIVE DESIGNER - WRITER - PRODUCER



818-915-6087

S.NATALIE25@GMAIL.COM

A LITTLE ABOUT ME

I'm a passionate and enthusiastic narrative designer and writer! Collaboration is at the heart of all I do - as a dramaturg and a game design student, I'm constantly working with others and adapting to various work environments. I approach each project with unfettered curiosity, attention to detail, and a deep love for story.

EDUCATION

Carnegie Mellon University (CMU) May 2020
Pittsburgh, PA

B.H.A. Prof. Writing & Dramaturgy

Minor in Game Design

GPA: 4.0

Writer for *The Tartan* newspaper

Writer, Artistic Director, and Production Manager for Scotch'n'Soda student theatre organization

SKILLS

Copy and Screenwriting - Editing - Storytelling
Proposal Development - Presentations
Unity - Twine 2 - GIMP - Audacity - Sound Design
Organization & Scheduling (Trello, Slack, spreadsheets) - Production Managing
Intermediate French & Spanish

REFERENCES

Megan Monaghan Rivas

Professor of Dramaturgy

(347) 331 - 5409

Dr. Wendy Arons

Head of Dramaturgy

(412) 268 - 8732

PREVIOUS EXPERIENCE

Narrative Designer at CMU IDeATe Program

Pittsburgh, PA (August 2019 - Present)

Working in a five-member team, I designed and wrote an RPG campaign that combined the galivanting rogues of *Pirates of the Caribbean* with the high-action *7th Sea* rule system. This project was a challenge in every aspect - meshing an existing rulebook with a separate franchise, writing dialogue and action scenes in both screenwriting and RPG handbook formats, and creating maps and other aspects of document design - but we succeeded and ended up with a story that our class really loved.

Producer/Level Designer at CMU IDeATe Program

Pittsburgh, PA (January 2019 - May 2019)

I worked on a small, but diverse team that specialized in wacky and cartoony minigames.

- Spearheaded task and production management using waterfall and scrum processes to maximize efficiency
- Led and supported a team of artists, programmers, and designers under tight deadlines
- Established and facilitated clear channels of communication between engineers and artists to ensure consistency
- Designed and prototyped levels for a puzzle platformer game

Dramaturg/Script Consultant for CMU Drama

Pittsburgh, PA (November 2017 - Present)

I specialized in new work dramaturgy and collaborated with various teams on new student-written plays.

- Supported playwrights by reviewing scripts and providing feedback
- Supported director, designers, and cast to develop cohesive artistic concepts for productions