

A. Ruhl

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Cinematic Design • Narrative Design

- 7+ years game development experience with a focus in cinematics
- Choice based narrative, action adventure and MMO development
- Experience delivering content from gray-boxing to polish

Experience

Gunfire Games

February 2018 – Present

Game Designer [Darksiders 3]

- Narrative direction for Darksiders 3, including cinematics, editing and additional writing
- Working with multiple departments to create new narrative pipelines and content tracking

Website: <https://darksiders.com/>

Telltale Games

September 2013 – December 2015

February 2017 – February 2018

Director

- Refined player interaction and motivation with visual narrative presentation
- Gave one-on-one feedback to cinematic designers
- Guided design, environment, animation, and writing departments towards one creative vision
- Found compromising solutions for maintaining quality under frequently tight deadlines
- Credits
 - Tales From the Borderlands: Episode 1 (Assistant Director)
 - Tales From the Borderlands: Episode 3 (Director)

Cinematic Designer

- Created scene layout and pacing for transitions between player control and cinematic presentation, including branching content, object interactions, and fail states
- Crafted the camera and interaction experience of full levels
- Iterated in fast paced environment, often being assigned multiple levels in each episode
- Credits:
 - Walking Dead: Season 2
 - Wolf Among Us
 - Game of Thrones
 - Tales From the Borderlands
 - Minecraft Story Mode
 - Walking Dead: A New Frontier
 - Guardians of the Galaxy
 - Batman: Enemy Within

Website: www.telltalegames.com

Bioware Austin

February 2011 – February 2012

February 2016 – February 2017

Cinematic Designer [Star Wars: The Old Republic]

- Created in-game cinematics using proprietary toolset, including branching content
- Collaborated with design department to create cinematics that complemented gameplay

Website: www.swtor.com

Trion Worlds

March 2012 – July 2013

Cinematic Designer [Defiance]

- Created 1/4 of the game's cinematic content using proprietary toolset, from blocking to polish
- Collaborated with design department to create cinematics that complemented gameplay
- Contributed to the game's trailers and promotional video content

Website: www.defiance.com

Education

Bachelor of Arts (BA), Animation

DePaul University

Chicago, IL (2010)

Cumulative GPA: 3.802

Accolades and Affiliations

Forbes.com

2016

Forbes '30 Under 30' List in Games

Independent Games Festival

2010

Devil's Tuning Fork (Co-Developer, Artist), **Student Showcase Winner**