

DOUG VAN HORNE

(425) 417-9478 • dougvh@comcast.net • dougvanhorne.com • www.linkedin.com/in/doug-van-horne1

LEAD WRITER

Story Development | Character Dialogue & Voice | Collaboration | Performance Management

- ➔ **AAA Story Development** – multiple shipped AAA titles as Lead or Senior Writer guided by a player-fantasy approach to story craft with publishers like **Remedy**, **Squire Enix**, and **Wargaming**.
- ➔ **Character Voice** – Expert in developing characters and their memorable voices through a mix of real-world inspiration, existing IP reference, and each character's unique role in the ensemble.
- ➔ **Passionate Collaborator** – thrilled to find the best immersive solution through group story breaking and narrative integration with other departments.
- ➔ **Talent Performance** – Effectively managed/supported multiple VO recording and motion capture sessions in various roles from script supervisor to director.

RELEVANT EXPERIENCE

[Remedy Entertainment, PLC](#) | **LEAD WRITER** | Espoo, Finland

(1/2018 - 1/2020)

Led and collaborated with an 8-person narrative team to develop AAA stories in the CrossFire universe.

- **Story Development:** developed a character-centric narrative from the ground up, adhering to IP boundaries, and delivering an immersive story about technological breakthroughs and the costs of war.
- **Writer's Room:** Co-managed the writer's room with the Narrative Lead and Lead Designer to merge the goals of writers, narrative designers, level designers, and artists for the flow of each mission.
- **Key Documents:** Crafted design documents, story bibles, character bios, and casting sides.

[Yotta Games](#) | **SENIOR WRITER** | Shanghai, China

(7/2021 - Present)

Western market story development for The Grand Mafia (MMOSLG), evolving the product during live service.

- **Story Breaking:** Revitalized the main story to mesh the Western player fantasy, key plot pillars, the game loop, economy, and special events, all via a remote writer's room, over a 7-month timeframe.
- **Character Development:** Collaborated on shifting existing characters and plot lines to match Western cultural expectations across an expansive universe with hundreds of threads and personalities.
- **Fantasy Reinforcement:** Developed 40+ player-fantasy inspired character side quests from concept to final draft, delivering 12–25-page finished screenplays within 2-3 days.

[Wargaming Seattle](#) | **SENIOR WRITER** | Bellevue, Washington

(5/2014 - 8/2017)

Developed universe lore and in-game environmental storytelling for the AAA World of Tanks franchise.

- **World Building:** Co-wrote an extensive worldbuilding wiki - theorizing 80 years into the future - as the backbone of the franchise and the driving force for new media revenue streams.
- **Story Layering:** Developed narrative contexts to layer over environments/biomes to add depth and emotional impact to locales where the fantasy, action, economy, and world were already locked.

Airtight Games | **WRITER/LEAD WRITER** | Redmond, Washington

(4/2010 - 4/2014)

Collaborated with Square Enix Creative Director to write the screenplay for Murdered: Soul Suspect.

- **Daily Coordination:** Directly managed two writers and coordinated with the Narrative Designer and Cinematic Director to ensure continuity and a compelling gaming experience.
- **Positive Empowerment:** Convinced the Japanese Creative Director to forgo using an interpreter and rely on his serviceable English skills, reducing the duration of all management meetings by at least 50%.
- **Dialog Tracking Tools:** Designed Excel tools for planning the user experience and tracking the production status of all dialogue, improving project effectiveness, transparency, and scheduling.
- **Narrative Streamlining:** Revamped the story outline to 60% of its original length without sacrificing pillar events or overall impact.

Your Story Interactive | **LEAD WRITER** | Chişinău, Moldova

(5/2020 - 4/2021)

Led and wrote as part of a team developing extensive branching narrative interactive fiction for Romance Club.

- **Story Design Templates:** Created universal design and story bible templates for new IP stories, ensuring brand consistency at the macro- and micro-level before writing began.
- **Narrative Variable Tracking:** Developed an extensive Excel spreadsheet for tracking cumulative variables across chapters, seasons, and series used by each story, preventing catastrophic branching errors.
- **Consistent Writing:** Wrote at a ~10,000 words per week pace on story chapters, with a 94% player retention rate.

SOFTWARE & PROCESS

Screenwriting/Writing: Final Draft, Fade In, WriterDuet, Scrivener, Inkle

Game Engine Experience: Unreal Engine, Remedy's Northlight, CryEngine, Inkle, Proprietary engines

Productivity: Monday, Google Suite, MS Excel, Jira, Confluence, Lucidchart, MS Project, MS Teams

ADJACENT INTERESTS

Film Production, Video Editing & Color Grading, Cinematography, Storyboarding

EDUCATION

B.A. in Illustration | Western Washington University | Bellingham, Washington

Various Screenwriting Classes | University of California, Los Angeles | Los Angeles, California

HONORS & AWARDS

Top 10% | Nicholl Fellowship in Screenwriting (2002)

Quarterfinalist | Austin Film Festival Screenplay Competition (2007)