Robert Wilcox

Creative Writer & Game Designer

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PAST PROJECTS & EXPERIENCE

Lead Designer — *Cobblemon (Game Modification)*

JANUARY 2023 - PRESENT

- Utilize and build upon the existing design of a game.
- Design new features that are complementary to the features already in play.
- Support a large team of artists and programmers with detailed feature documentation and the use of a Gitlab issue board.

Director — *Swirling Seasons (Game)*

JUNE 2021 - PRESENT

- Manage the team's resources and plans.
- Ultimately create a positive user experience for players.
- Guide the development of the design and brand for the project itself.

Creator — *Subject: Coalescence (Game)*

MARCH 2023 - APRIL 2023

- Write a story and utilize basic code to create a text-based adventure game.
- Design an experience that allows the player to make their own decisions and impact the game's ending.
- Update the game based on player feedback.

Lead Writer — *For a Long Time (Short Film)*

SEPTEMBER 2020 - OCTOBER 2020

- Create a wholly original story and screenplay based on a given list of requirements.
- Work with the Producer to edit the screenplay based on the locations that were available to our team.
- Work with other writers in a high pressure and time sensitive environment.

EDUCATION

BFA Creative Writing — *Full Sail University, Winter Park, FL*

GRADUATION: MAY 2023

HIGHLIGHTS

Creative

Communicative

Curious and ready to learn

Consistent, even under stress

Attentive to Detail

Team Player

SKILLS

Fluency with:

- Microsoft Word
- Microsoft Excel
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe Acrobat Pro
- Adobe Premiere Pro

Copywriting

Organizational Skills

Narrative Writing

AWARDS

Crowd Favorite, JL Video Film Festival – *For a Long Time*

The Brucy's Film of the Year – Awarded to *For a Long Time*

Runner-Up All American High School Film Festival Invitational – Awarded to *For a Long Time*