
James Dodge

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Professional Profile

A storyteller in interactive media who is also a highly-skilled technical narrative designer and teacher. Often contributes to team success through attention to detail, rapid iteration, and applying a collective growth mindset. His passion for crafting compelling, engaging, and immersive experiences extends from a desire to collect the work of collaborators from Writing, Dialogue Design, Animation, Level Design, and Combat Design together into a cohesive whole. Throughout his career, he has demonstrated exceptional qualities:

- Long track record of effective collaboration within diverse, cross-disciplinary teams
- Blueprint scripting expert who seeks inventive solutions through rigorous attention to detail
- Open-minded gamer learning from hands-on play & community feedback to find the fun
- Experienced generalist with many practical approaches to integrate story & gameplay
- Advocate for narrative experiences and how to integrate them into on-the-sticks gameplay
- Self-motivated designer who thrives in any environment promoting autonomy & integrity

Work Experience

INFLEXION STUDIOS INC. 22/Jun – 23/May
Senior Narrative Designer, for *Nightingale*

- Audited dialogue trees in UE5 to discover and apply scripting standards during concision pass
- Guided latest iteration on story—naming friction points with an evolving vision for survival crafting gameplay—to help lore guardians advocate for integrated narrative via reframing fantasy world
- Proposed technical systems to support scalable narrative-focused gameplay for LiveOps cycle

RELIC ENTERTAINMENT LTD. 22/Jun – 23/May
Mission Designer, LiveOps, for *Company of Heroes 3*

- Designed PVP game modes, including a story-driven, community tournament for engaging players in alternate history grudge matches
- Scripted in Lua, taking creative risks to push real-time strategy into unfamiliar territories
- Challenged the business strategy behind using Playlists to increase retention—we cut the feature

IDEASPARKS LABS INC. 21/Mar – 22/Apr
Technical Designer, for *MythForce*

- Led a team in designing character abilities, using gameplay to portray diverse characters
- Implemented animation-cancelling in UE4 Ability System to support Combat Designers

HINTERLAND STUDIO LTD. 18/Mar – 21/Jun
Technical Narrative Designer, for *The Long Dark*

- Utilized game verbs to match intention and unique tone and mood for quiet apocalypse
- Scripted technical systems to deliver quality in narrative and animation via faster iteration
- Deployed cinematic and dialogue pipelines for Redux of Episodes 1 and 2, owning both systems (*with coder*) and content (*animators*)
- Authored base mission structure, supporting animators, etc as they implemented content
- Identified and resolved many situations where simulation systems impacted cinematic quality

Work Experience ctd.

VANCOUVER FILM SCHOOL 16/Jun – 19/Dec
Junior Professor, Unreal Engine for Level Design

- Taught my class of 15 how to use Sequencer and animation systems for making machinima
- Demonstrated animation state machines and behavior trees for implementing locomotion

CAPCOM VANCOUVER LTD. 14/Sep – 18/Feb
Narrative Designer, for Dead Rising 4 & [cancelled]

- Explored narrative gameplay in UE4 through Sequencer, AI behaviors, and level design
- Assisted in tooling for “plug and socket” level authoring and for inheritance in mission script
- Delivered script refactors for a DLC with costume-based gameplay, authoring new beats within character lore guidelines for M. Bison, Arthur, etc

Volunteer Experience

CAN I PLAY THAT? WEBSITE 19/Dec – 21/Feb
External support & evaluation, accessibility blog

- Learned from experts in gaming with disabilities
- Worked with writers and staff to develop their own respectful practice for listening to readers and speaking out against critics and trolls
- Scheduled, recorded, and transcribed a few hour-long interviews about amplifying the voices of underrepresented communities

U.B.C. LET'S TALK SCIENCE 08/Feb – 11/Feb
Coordinator, Inner City Outreach

- Organized 50+ volunteers across three youth education programs related to Science and Technology: over 700 students in my final year

Education and Additional Training

University of British Columbia
B.Sc., with Distinction, in Integrated Sciences

Vancouver Film School
Diploma, with Honours, Game Design
 – Brian Wood Memorial Internship recipient

Writer's Circle, facilitated by Janelle Hardy
 – Fine Tooth Comb 2022

Training at Pause + Effect
 – Unpacking Culture

Scores on Graduate Records Examination (GRE)
Verbal Reasoning: 167 of 170, 97th percentile
Quantitative Reasoning: 160 of 170, 81st percentile

Simon Fraser University
Part-time Graduate Studies
 EVAL 800 – Transformative Evaluation Landscape
 EVAL 820 – Exploring Complexity-Based and Systemic Thinking
 EVAL 840 – Evaluation, Leadership and Learning
 EVAL 860 – Design and Implementation of Evaluation for Transformation and Learning

Game Launches and Other Major Releases

Full Release, Standalone:

2014

- Company of Heroes 2: Ardennes Assault
- Company of Heroes 2: Western Front Armies

2016

- Dead Rising 4
 - Xbox One and Microsoft Store

2017

- Dead Rising 4: Frank's Big Package
 - PlayStation 4 and Steam

2023

- Company of Heroes 3
 - Steam
- Company of Heroes 3: Console Edition
 - Xbox Series X/S and PlayStation 5

Launched to Early Access, Standalone:

2022

- MythForce
 - Epic Games Store

2024

- Nightingale
 - Steam
 - Epic Games Store

Downloadable Content (DLC), both paid and free:

2017

Dead Rising 4

- Frank Rising
- Super Ultra Dead Rising 4 Mini Golf
- CAPCOM Heroes

2018-2021

The Long Dark

- Vigilant Flame (v1.37)
- Wintermute Redux (v1.47)
 - Re-releases Episodes 1 and 2
- Steadfast Ranger (v1.56)
- Crossroads Elegy (v1.60)
 - Premier release of Episode 3
- Errant Pilgrim (v1.64)
- Fearless Navigator (v1.79)
- Hesitant Prospect (v1.89)
- Fury, Then Silence (v1.94)
 - Premier release of Episode 4