



Dave Fried

Designer Dave

Game & Narrative Designer

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ABOUT ME

Over 20 years of game industry experience at many leading studios. Expertise ranging from AAA to Free to Play, in almost every genre.

I'm primarily motivated by helping other game designers and game writers bring out their best work. I'm also an active designer having contracted with a multitude of studios to help them find game systems and narratives that meet their needs.

SKILLS



TITLES

28 Games

82.9 Avg Metacritic

20 Genres

PC – Console – Mobile

EXPERIENCE

Game Design PC and Console

Blizzard Entertainment, Oddworld, The Collective, Supervillain Studios, Ubisoft

Provided level design and game design for multiple titles, including:

- Warcraft II Battle.net Edition and Starcraft 64
- Warcraft III and The Frozen Throne expansion
- Oddworld: Stranger's Wrath
- The Da Vinci Code and Silent Hill V: Homecoming
- Akaneiro: Demon Hunters

Writing

Blizzard Entertainment, Oddworld, inXile, Supervillain Studios, Ubisoft, Blue Byte

Provided lore and in-game writing for a variety of titles, including:

- Wasteland 3
- Critterville, Akaneiro, I Am Alive, Warlords of Aeternum, Infinite Fleet
- The Da Vinci Code, and Silent Hill V
- Oddworld: Stranger's Wrath
- Starcraft 64, Warcraft III & TFT, and World of Warcraft

User Experience Design & Monetization

Penny Dell, Blue Byte, Wooga, Designer Dave, Mobile Game Doctors

Provided UI & UX, analytics and monetization to improve a variety of titles:

- Penny Dell Crosswords (from \$500 a month, to over \$1,000 a day).
- Assassin's Creed Identity, Warhammer 40k Carnage, and many more.