



David Fried

Designer Dave

Game & Narrative Design Consultant

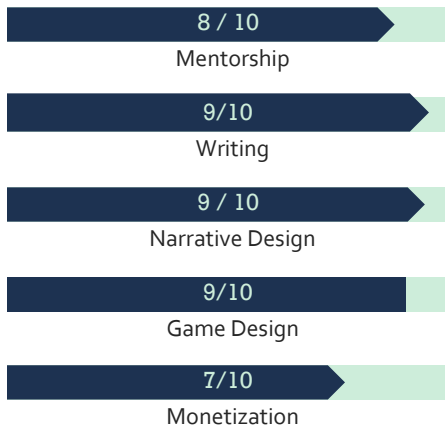
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A B O U T M E

Over 25 years of game industry experience at many leading studios. Expertise ranging from AAA to Free to Play, in almost every genre.

I am primarily motivated by helping other game designers and game writers bring out their best work. As an active designer contracted with a multitude of studios, I have helped many studios discover new game systems, development methodologies, and writing techniques that work for them.

S K I L L S



T I T L E S

40 Games

83.1 Avg Metacritic

29 Genres

PC – Console – Mobile

E X P E R I E N C E

Game & Level Design (1998 – Present)

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

World class 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
- Stormgate

Writing & Narrative Design (1998 – Present)

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

Exotic lore and diverse in-universe writing for many 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 (2010 – Present)

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.