

John Ayliff – Games Writing and Narrative Design CV

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I have extensive experience in games writing, narrative design, and overall game development, both as part of a team and as a solo developer.

I have nine years of experience in the games industry, during which time I gained experience of writing, narrative design, general content design, and coding. In 2014 I left the industry to become an independent developer, and have produced several solo games, including the popular text-based strategy game *Seedship* and its successor *Beyond the Chiron Gate*. I've also had a science fiction novel published by Harper Voyager.

Writing samples are available on request.

Skills

- Narrative content development as part of a large team, working closely with other disciplines including design, graphics, and audio, and leading teams of developers on large projects.
- Narrative design, writing, and general game development as a solo developer, seeing through all parts of a project from start to finish.
- Coding experience, including Twine, Javascript, Tracery, and in-house scripting languages.
- Writing for and directing voice actors.
- Creating in-game cinematics.
- Experience with procedural generation, both of text and of large-scale story structures.

Publications: Digital games

- *Deferred Action*, Twine, Grokkist Ltd., 2024. Text-based puzzle game about bureaucracy. (<https://grokkist.itch.io/deferred-action>)
- *Beyond the Chiron Gate*, Twine, self-published, 2022. Large text-based space exploration roguelike with extensive procedural generation. Also available as an app for Android and iOS. (<https://johnayliff.itch.io/beyond-the-chiron-gate>)
- *Cyborg Arena*, Twine, self-published, 2021. (<https://johnayliff.itch.io/cyborg-arena>)
- *The Mirror Sorceress*, Ink, self-published, 2020. A short interactive campfire tale. (<https://johnayliff.itch.io/the-mirror-sorceress>)

- *They Will Not Return*, Twine, self-published, 2018. Interactive novella. (<https://johnayliff.itch.io/they-will-not-return>)
- *Seedship* for Zo, chatbot game, Microsoft, 2018. A modified version of *Seedship* was playable through Microsoft's Zo chatbot from July 2018 until the chatbot was discontinued in 2019. (<https://www.zo.ai/>)
- *Industrial Accident*, Twine, self-published, 2017. Hypertext fiction. (<https://johnayliff.itch.io/industrial-accident>)
- *Rage Quest: Disciple of Peace*, Twine, self-published, 2017. Choose-your-own-adventure style interactive novella. 19th place, 2017 IFCOMP. (<https://johnayliff.itch.io/ragequest>)
- *Seedship*, Twine, self-published, 2017. Space colonization strategy game with random events and procedurally-generated text. Also available as an app for Android and iOS. (<https://johnayliff.itch.io/seedship>)
- *RuneScape*, online game, Jagex Ltd., 2005-2014. In my role of content developer I designed and wrote many pieces of content, including story-heavy quests. (www.runescape.com)

Publications: Other

- @wizards_bot, Twitter bot, self-published, 2022. Procedural story generator.
- *Encounter*, pen-and-paper RPG, self-published, 2021. (<https://johnayliff.itch.io/encounter>)
- @space_overlord, Twitter bot, self-published, 2017. Procedural story generator.
- *Twine, Forward!*, Twine, self-published, 2016. A story generator based on mid-20th century Soviet Socialist Realist fiction. Educational collaboration with Dr. Katherine Bowers (University of British Columbia). (https://www.johnayliff.com/games/twine_forward/)
- *Belt Three*, novel, Harper Voyager, 2015 (<https://www.harpercollins.co.uk/9780008113575/belt-three>)

Employment history

- 2014-present: Independent developer.
- 2007-2014: Senior content developer, Jagex Ltd.
- 2005-2007: Content developer, Jagex Ltd.

Education

- 2004: MSc Internet Systems and E-Business, Durham University
- 2003: BA Music, Durham University