

ROBERT PIGOTT

GAME WRITER & NARRATIVE DESIGNER

PERSONAL BACKGROUND

I am a NYC-based queer, nonbinary storyteller with 6+ years experience working in film, TV, and fiction writing before transitioning this past year to working on interactive fiction and video games.

My storytelling focuses on crafting engaging stories around memorable characters as complex and diverse as the worlds they inhabit.

My favorite games include *Planescape Torment*, *The Last of Us*, the *Mass Effect* and *Dragon Age* series, *Fallout: New Vegas*, *Return of the Obra Dinn*, *Psychonauts*, and *Half Life 2*.

GET IN TOUCH WITH ME

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Portfolio: www.robpigott.com

SKILLS

Storytelling: Prose Writing | Screenwriting | Narrative Design | Worldbuilding and Lore Creation | Voice Over Recording/Directing | Video Editing | Final Draft | Fade In | Microsoft, Google, Adobe Creative Suite | Avid | Audacity | Pro Tools | Avid Media Composer

Engine: Twine | Unity | Unreal | Ren'Py

Productivity: Slack | Trello | Discord | Zoom

PERSONAL INTERESTS

Studying U.S. and World History

Improving fluency in French/Spanish

Mental Health Advocacy

LGBTQIA+ Activism

Photography

STORYTELLING EXPERIENCE

- Over ten years of experience writing fiction prose including an 85,000+ word science fiction mystery novel titled *A Second Try* after structuring a story outline and developing a world bible with character bios.
- Edited and assistant edited several films and TV series from 2015 to 2021 such as *Tiger King 2* for Netflix, *Genius: Aretha* for Nat Geo, and *United Skates* for HBO.
- Experienced in writing and developing screenplays and pitch documents for feature films, TV pilots, and radio dramas as well as casting and directing actors in live action and voice over roles.
- Presently keeping track of the structure of various branching paths of player made dialogue choices with Twine for my visual novel project.

HANDS-ON IMPLEMENTATION

- Currently revising the script of my visual novel project across Twine, Microsoft Word, and various Google docs based on player feedback.
- Implemented feedback based on notes received from test screenings while editing various film and TV projects to improve pacing, character development, and story structure.
- Iterated on multiple drafts of screenplays, short stories, and my novel by applying feedback received from editors and beta readers to create sometimes radically different versions.

LEADERSHIP AND COLLABORATION

- Currently leading a small, remote team of diverse artists and designers on a space western visual novel narrative, *Silver River*, to create something that players will enjoy while making sure to value everyone's time and mental capacity during a global pandemic and fulfill my narrative vision.
- Coordinated delivery of exports of files to various post production houses, composers, lawyers, and VFX artists for film and TV keeping track of different delivery specifications while updating Excel sheets for everyone who was a part of the project.

PREVIOUS EDUCATION

- July 2021 | Game Writing Masterclass with Susan O'Connor - The Narrative Department
- May 2015 | B.F.A. in Film and Television Production - New York University, Tisch School of the Arts