Mitch Sabbagh

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GAME DEVELOPMENT EXPERIENCE

Zugalu Entertainment — Narrative Designer and QA Tester **April 2025 – January 2026**
- Playtested the city management game *Thrive: Heavy Lies the Crown* to uncover gameplay and audiovisual issues.
- Authored and proofread card details and encounter texts for the roguelike card game *Hunter's Moon* using Google Sheets.
- Implemented narrative text and gameplay rewards for *Hunter's Moon* with Unity before reviewing them in-game.
- Collaborated with developers in all departments to brainstorm and review design features and narrative content.

Crimson Herring Studios — Localization QA Tester **November 2024 – April 2025**
- Did full playthroughs of the computer role-playing game *Sovereign Syndicate* to look for issues in different languages.
- Catalogued issues on Trello and kept track of changes to the game build to review bug fixes on time.
- Reviewed in-game text and localization spreadsheets to make sure that no typos were present or any words were missing.

Crimson Herring Studios — Narrative Designer and QA Tester **December 2022 – November 2023**
- Designed story flow in Figma for some chapters in the computer role-playing game *Sovereign Syndicate*.
- Wrote character dialog and descriptions for loading screens and in-game items using Backlight Gem.
- Implemented writing in Unity and scripted cutscenes for gameplay sequences and story moments.
- Did full playthroughs to identify and fix audiovisual, gameplay, and writing bugs recorded in Trello.

Frogwares — Writer and Proofreader **May – November 2022**
- Wrote story dialog and gameplay barks in the adventure game *Sherlock Holmes: The Awakened* using in-house software.
- Produced text for marketing material, in-game lore/objects, and art assets in Google Sheets.
- Offered feedback via Discord to narrative and design teams for improving dialog and gameplay sequences.
- Researched historical and linguistic material to enhance authenticity of characters, objects, and events.

Bethesda Softworks — Quality Assurance Tester **July 2017 – May 2018**
- Did full playthroughs of the horror game *The Evil Within 2* and immersive sim *Prey: Mooncrash* to assess game quality.
- Identified typos, collision issues, progression blockers, and audiovisual errors that impacted gameplay.
- Wrote reports in Hansoft that included images and videos of bugs and steps for reproducing bugs.

WRITING EXPERIENCE

Independent Writer **August 2015 – Present**

Gaming and Literature Essayist August 2015 – Present
- Writing 40+ articles featured on websites such as *Game Developer* and *The Artifice*.
- Tackling topics such as crafting solid storytelling and identifying artistic merit in games.

Short Story: *Getting the Memo* (The Write Launch) January 2025
- Wrote with Microsoft Word a thriller tale about an editor-in-chief dealing with violent critics of her news outlet.
- Shared drafts with beta readers and used feedback to improve pacing, writing style, and characterization.

Game Writing and Narrative Design: *Cathnoquey; The Fractured Isles* (Mod DB) March 2020 – May 2022
- Designed character, location, and dialog sheets as Lead Writer for a *Skyrim* modification.
- Provided feedback for other writers' works and assigned specific tasks to writing team via Trello.

Environmental Narrative Design: *The Calvin Coolidge Institute* (Nexus Mods) January 2018
- Built and scripted a detailed modification for *Fallout 4* using the Creation Kit.
- Featured on Bethesda's October 2021 Halloween special roundup.

Southern Review of Books — Contributing Writer **May 2020 – May 2022**
- Wrote book reviews and interviewed authors about their work.
- Worked closely with editorial staff to polish article drafts on WordPress before final publication.

Qu Literary Magazine — Editorial Fiction Assistant **January 2020 – May 2022**
- Scored submissions (Issues #12-5) in terms of characterization, pacing, theme, and style.
- Provided comments and feedback sheets for rejected manuscripts via Submittable.

AWARDS & HONORS

- Honorable Mention in L. Ron Hubbard Writers of the Future Contest (1st Quarter for Vol. 42). **March 2025**
- Best Narrative (*Sovereign Syndicate*) Award from Press Play Gaming's 2024 GOTY Roundup. **December 2024**
- Best Narrative (*Sherlock Holmes: The Awakened*) Award at the Central & Eastern European Game Awards. **October 2023**
- Gold Award in the Narrative Review Competition at the Game Developers Conference. **March 2017**

EDUCATION

The Narrative Department (Game Writing Masterclass II, Certification) **July 2024**
Queens University of Charlotte (Master of Fine Arts, Creative Writing – Fiction) **January 2022**
The Narrative Department (Game Writing Masterclass I, Certification) **December 2021**
Worcester Polytechnic Institute (Bachelor of Science, Interactive Media and Game Development) **May 2017**