



Professional Summary

A narrative designer who treats story as a system; building branching plots, lore, and character arcs that hold up under player choice, then writing dialogue and scripts that play well in-engine. Trained under *God of War* writer Adam Dolin to adapt screenwriting craft for interactive mediums, and used to working inside a production pipeline: coordinating with artists and other writers, hitting deadlines, and iterating fast on playtester feedback. Brings *any* narrative team a collaborator who can own a story from first outline to shipped build.

Areas of Expertise

- Project Management, Teamwork & Collaboration, Adaptability & Flexibility, Problem-Solving & Customer Service
- Scriptwriting & Dialogue, Lore & World-Building, Game Design Documentation, Creative Design & Video Editing
- **Twine**, **Ren'Py**, **Arcweave**, Affinity Suite, Adobe Suite, Google Suite, Microsoft Suite, Wix, Miro, MacOS & Windows

Game Experience

Narrative Game Designer (May 2025 - July 2025)

ELVTR, Online Course

- Completed "Become a Game Writer", under **Adam Dolin**, game writer on *God of War (2018)* & *God of War: Ragnarok*, to build professional interactive writing skills; received a **Letter of Recommendation** for exceptional performance
- Designed & Coded branching narrative titles in **Twine**, **Ren'Py** & **Arcweave** to apply interactive storytelling techniques, resulting in multiple playable prototype projects (*The Corrupted*, *Blood & Spacejunk*)
- Built **game design documents**; including **character sheets** and **world-building/lore sheets**, to establish foundations for original IPs, resulting in production-ready design materials
- Wrote multiple **narrative scripts** focusing on character development across several IPs to practice interactive character writing, resulting in a portfolio of branching narrative work
- Took part in **game testing** and iteration cycles to refine narrative design, improving gameplay feedback loops

Work Experience

Comic Book Publisher & Writer (January 2015 - Current)

Tales Beyond, New York, NY

- **Wrote & published** original comic titles (*Wardens of the Veil*; *Teddies*; *Vizards*) and multiple short stories to build an independent publishing label, resulting in a growing catalog recognized with multiple industry awards
- **Hired & managed local & international artists and contractors** to expand creative capacity; building a reliable roster of collaborators across multiple ongoing titles
- Led **writing, lettering & editorial design** in close collaboration with artists on sequential layouts to maintain visual & narrative consistency, resulting in a cohesive reader experience across the line
- Managed **scheduling, budgeting, event/convention planning, retail sales, web design & SEO** to run the business side of the label, resulting in sustained multi-year operations
- Represented the label at conventions, street fairs, panels, interviews & podcasts (including nationally-syndicated radio) to build brand awareness; resulting in expanded audience reach and industry recognition

Director of Curriculum & Managing Head Instructor (March 2008 - Current)

MMA NYC Management, New York, NY

- Developed multiple manuals of daily lesson plans for all programs (2011, 2019, 2025), to standardize instruction across programs; resulting in higher student retention rate & **expansion from 3 to 6 NYC locations** (pre-Covid)
- Rebuilt Tribeca school's operations & programming post-Covid to establish it as the standard for all locations, **record multimillion-dollar annual revenues** were the result
- Screened resumes & led interviews for instructor candidates across all locations to build a qualified teaching staff; resulting in a fully-staffed, high-performing instructor team
- Standardized training & communication across location teams to strengthen collaboration; resulting in a company-wide consistent student experience
- **Produced & edited video content**, including virtual learning materials & internal instructor training videos, to support remote & staff education, resulting in scalable training resources for the company

Project Manager & Editor (January 2021 - September 2021)

Comic Book School

- Led production of *Creator Connections: Panel Two*, a follow-up to Buddy Scalera's award-winning anthology series, to deliver a fully realized collaborative anthology; a completed anthology featuring an award-winning story was the result
- Built the overall project plan and coordinated delivery of individual elements to hit a sub-10-month deadline for a digital release ahead of New York Comic Con; result was on-time completion
- **Managed 18 teams** of writers & artists, including scheduling, editing & book layout design, to coordinate a large-scale collaborative project — successful delivery of all 18 stories was the result

Education

Bachelor of Fine Arts: Film Syracuse University, Syracuse, NY

- Completed coursework learning all aspects of production: writing, direction, cinematography, & editing; studied experimental documentary video abroad at Film and TV Academy of Performing Arts (FAMU) in Prague, Czech Republic post-grad

Awards & Achievements

- 2022 Indie Comix of the Year**, *ICCA Fandom Bubble Awards*, Horror Comic Writer; "Teddies #1"
- 2022 Best Short Story**, *ICCA Fandom Bubble Awards*, Horror Comic Writer; "The Corrupted: Assassins in a Tavern"
- 2021 Best Short Story**, *Independent Creator Awards*, Horror Comic Writer; "Ragnarok Come: No Shelter"
- 2021 Best Anthology**, *Independent Creator Awards*, Comic Book School Creator Connections: Panel One contributing writer
- 2023 & 2022 Best Martial Arts in Manhattan**, *Bethpage Best of the City*, MMA Tribeca Head Instructor & Floor Manager
- 2023 Best Camp in Manhattan**, *Bethpage Best of the City*, MMA Tribeca Head Instructor & Floor Manager
- 2005 National Champion**, *Xbox Live Hoop Madness II*, Sega Sports ESPN College Hoops 2K4

Portfolio & Links (all embedded links are available on portfolio website)

- Portfolio Site – krisburgos.com**; game & comics experience, work samples; podcasts & interviews

Video Games

Game Design Docs: Linear Script used as basis for *Blood & Spacejunk* interactive fiction; Lore Entries & Character Sheets

ELVTR Certificate: verified "Become a Game Writer" completion

Letter of Recommendation: from Adam Dolin, Senior Writer & Narrative Designer, ex-Santa Monica Studios

Halo Spec Script: 3-page cinematic spec based on Microsoft's premier franchise, focusing on character & tonal accuracy

Comics

Published Titles: *Wardens of the Veil*; *One [Human] at a Time*; *CF-1*; *Vizards*; *Teddies*; *The Corrupted*; *Ragnarok Come*; *Runt*

Writing Samples: Excerpts of ordered *Ultimate Spider-Man* animated series spec;

Excerpts from dark comedy graphic novel *Grand Theft Purgatory* & short horror *Ragnarok Come*;

Complete short horror fiction *CF-1* as published

Lettering Samples: excerpts from *The Corrupted*; *Ragnarok Come*; *Teddies*

- Interactive Narrative Portfolio – krisburgos.itch.io**;

Playable **Twine** project: *The Corrupted: Assassins in a Tavern*; a branching text adaptation of my award-winning comic short

Playable **Ren'Py** project: *Blood & Spacejunk*; an original IP interactive fiction with graphics & sound

- Tales Beyond – talesbeyond.com**; publishing label site: titles, shop & press

- LinkedIn – linkedin.com/in/krisburgos**