Brandon Buechler

Brandonbuechler.com

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Gaming | Publishing | Producer | Writer | Narrative Designer | Unreal Engine |

Summary:

Experienced writer and producer with 7 years of experience in TV, film and video games and a love for AAA and indie developed games. I am a passionate storyteller and producer who loves to bring big ideas to life. I am seeking a junior/associate role in game production, writing, or social media / community management.

Production Skills:

- Agile Project Management Methodologies
- Software Development Product Management
- Scrum
- Web Design
- JIRA
- Miro
- Favro
- Unreal Engine

Work Experience

Unannounced Indie Studio | Unannounced Project - New Single-Player Roguelite IP **Lead Narrative Designer & Writer - December 2023 - Present (Part-time/Casual)** Responsibilities:

- Create and develop a compelling, original branching narrative story arc within a new IP's universe, including worldbuilding, character development and background.
- Collaborate with gameplay design teams on original quest design and implementation.
- Write original dialogue and stage direction in screenplay format to serve as blueprints for developers and artists in both gameplay and cinematic scenarios.
- Assist with UI/UX implementation and programming of the game's narrative dependencies.
- Write flavor text, combat barks and quest banter consistent with the project's story-driven ideology.
- Archive story and background knowledge content for reference and preservation of the IP's narrative structure and canon.
- Assist with marketing and public relations copywriting as necessary.

Digital Extremes | Warframe | Wayfinder | Soulframe **Web Producer - July 2023 - November 2023**

Notable Projects & Achievements:

- Supported Wayfinder's Early Access launch on Playwayfinder.com.
- Designed and produced a multi-state website for TennoCon 2023, contributing to the highest-ever engagement for a TennoCon event on Warframe.com.

- Designed and produced a multi-state website for Quest To Conquer Cancer 2023 on Warframe.com, resulting in one of the largest QTCC donation campaigns in Warframe history.
- Executed a comprehensive overhaul of Soulframe.com.
- Spearheaded large-scale revamps of high-engagement pages on Warframe.com to modernize existing content. Pitched, produced, and launched Warframe's Returning Player Hub mini-site, which included writing original editorial and technical content.

Responsibilities:

- Project Management:
 - Managed key initiatives for four online properties: Warframe.com,
 Soulframe.com, Playwayfinder.com, and DigitalExtremes.com.
 - Oversaw end-to-end project and product management, from research to successful launch using JIRA/Favro task management, ad-hoc project tracking documents, and regular checkpoint meetings.
- Localization and Translation:
 - Led localization and translation production for the Web department across four sites in 15 different languages.
- Content Management & Content Creation:
 - Managed content objectives for the Web department, including original editorial content creation.
 - Aligned content design with product goals and monetization strategies.
 - Drove Web-focused engagement projects, oversaw page revamps, and ensured publication of external department initiatives.
 - Monitored traffic for qualitative and quantitative analysis. Identified and phased out low-traffic and outdated web paths.

CTV News | CTV National News | CTVNews.ca | CP24

Producer, Writer & Assignment Editor - July 2018 - July 2023

- Notable Projects & Achievements:
 - Served as the supervising producer for CTV News' Truth Tracker team during the 2019 Canadian Federal Election for which we were recognized with an RTDNA 'Excellence in Innovation' Award in the Network-Multiplatform category.
 - o Winner of multiple Canadian Screen Awards for Best National Newscast.
 - Consistently Canada's most-watched national newscast between 2018-2022.
 - Played a vital role in national news teams covering events such as the COVID-19 pandemic, the passing of Queen Elizabeth, the war in Ukraine, and multiple elections in the US, UK, and Canada.
- Held various roles, including show producer, writer, assignment editor, graphics & animations producer, promotions & commercials producer, and field producer.
- Produced written, audio, and visual content while maintaining CTV News' commitment to high-quality, reliable news.
- Producer Responsibilities:

- Orchestrated planning and execution of newsroom deliverables in various capacities.
- Coordinated technical resources, editors, reporters, and assets for television programs, digital experiences, and written content.
- Writing and Editorial Responsibilities:
 - Crafted high-quality news scripts and meticulously vetted reporter package scripts for accuracy, quality, and grammar.
 - Contributed to CTVNews.ca's digital written coverage, including a year-long investigation into a suspected housing fraud scheme in eastern Ontario.

Education

- Ryerson University Toronto, Ontario
 Bachelor's Degree in Journalism June 2018
- Holy Cross Catholic Secondary School Strathroy, Ontario Ontario Secondary School Diploma - June 2014
- Holy Cross Catholic Secondary School Strathroy, Ontario
 Specialist High Skills Major Degree in Information & Communication Technologies (Red Seal Diploma) June 2014

Certificates & Additional Information

- Agile Project Management Foundations Certification (Iss. November 2023) Linkedin Learning Foundation
- Game Production Certificate with Andy Johnson (Iss. Feb. 2024) Maven Learning Inc.
- Unreal Engine 5 Foundations & Basics Certificate (Iss. Feb. 2024) Udemy Education

Additional Skills:

- Interactive Story / Narrative Design
- Branching Narratives
- Cosmology development and canon maintenance
- Copywriting
- Scriptwriting
- JIRA
- Miro
- Twine
- StudioBinder