

## Game Writer Specialties:

- **Remote / online creative writing as contract Game Narrative Writer** [*American English, born, expert level*] since 2007 for worldwide game publishing clients; including, regular client teams in Russia and Poland. [*Client copyrighted sample texts available upon request.*]
  - [Game Sims](#) for: [Sin City-style Detective](#). [Detective](#). [Dating \(single / marriage\)](#). [Horror \(zombies, witches, more\)](#) / [cthulhu – H P Lovecraft](#). [Shakespeare – “Much Ado About Nothing”](#). [Gangster / Casino](#). [Mystery / puzzle](#). [Vampires](#).
  - [Romance](#) (*Contemporary, Historical, Futuristic; PG13 rating*)
    - [Romantic Erotica / Erotica](#) (*R – NC17 / XXX*)
  - Short Stories / Screenplays in genres: [Historical](#). [Military](#). [Fantasy](#). [Romance](#). Sci-fi. [Poltergeist and Psychic](#). [Juvenile gender-neutral](#). [Juvenile Detective](#).
  - Full writing resume with links: [http://www.writing-naked.com/NSournia\\_Writing-Naked.htm](http://www.writing-naked.com/NSournia_Writing-Naked.htm)
- **Individualized, realistic character-specific dialog, and / or poetic dialog, and psychological and / or emotional character actions.**
  - Personalized dramatic dialogue; often with a touch of fun humor, and certainly human insight.
  - Various character POVs and tones: male (*hardcore and nice guy / straight, gay, neutral*), female (*girl next door to noble lady to that bitch you hate and fear / lesbian, straight, neutral*), neutral gender, historical periods, etc.
- **Character! Drama. Humor. Action. Interpersonal relationships.** Even business relationship dialogs (*G-rating*).
  - Level / quest suggestions when character choices suggest it.
- **Walking clients through project choices, any arising variables, and the possible multilayered audience reactions to player text.**
  - Write and revise game story sequences, story arcs, and quests, while working with the Design team manager.
  - Create and maintain NPC and lead character information and world back story.
  - Collaborate smoothly with the Art and Writing Manager in developing fully fleshed-out characters and stories.
- **Novel and short story editing; plus, publishing expertise (*layout and design: cover and page*).** American / British English. InDesign. Photoshop.
- **Game Writing Software:** Excel, OpenOffice Calc, OneNote, Word, some Unity (*design, limited coding*), some Maxon Cinema 4D, various Facebook game builders.

## Other Experience:

- Educational level **film** and educational / professional live **theater production** (*Stage Manager*):
  - including script generation,
  - actor auditions,
  - text readings / rewrites, and
  - performance rehearsals,
  - plus, full show-running of productions with audiences.
- Education Film pre-production, film shoot, and post-production. Adobe Premiere. Celtx. Final Draft.
- Film Extra A-list film—A Camera (*Director’s*): “Alex Cross” (*Rob Cohen*) family funeral, “The Avengers” (*Joss Whedon*) NYC Day; plus, local and student film productions.
- Former nationwide ad agency proofreader and editor.
- Occasional Technical Writing or tech usage writer.

**MAIN PORTFOLIO LINKS** (*client projects, personal biz projects, websites of script excerpts, novel excerpts, stories, game links*):

<http://www.writing-naked.com/clientprojects.html>,

Guru.com **Portfolio**: <https://www.guru.com/freelancers/nealesournia-s-writing-nakedcom>

LINKEDIN ([www.linkedin.com/in/nealesourna](http://www.linkedin.com/in/nealesourna)): [Game Writer Exchange](#) (creator, manager).

FACEBOOK: [Cleveland Extras: Film, Video, TV, Commercial](#) (creator, manager); [Production Assistants and Film Crews – Cleveland / NE OH USA](#) (creator, manager).

Member: ALLi Alliance of Independent Authors

Former Member: WGA-W Videogame Writers Caucus; Stage 32

## WRITING EXPERIENCE:

**NEALE SOURNA'S WRITING-NAKED.COM.** 2006 – present. Cleveland OH. <http://www.Writing-Naked.com> (portfolio links)

Self-employed, international clients' projects with online writing services business. Registered at Guru.com; formerly with Elance.com / Odesk.com (now Upwork.com).

Owner, fiction and nonfiction: **Game Writer / Game Narrative Writer, Story Writer, Freelance Writer, Creative Writer, Ghostwriter, Screenwriter, Web Content, Marketing Copywriter for worldwide clients:** writing, ghostwriting, rewriting, and editing—short stories, novels, synopses and screenplays (*scripts*), and game story narratives; rewrite editing and expansion of training scripts (*sales, men's health*) and texts; online research and writing; SEO optimized web content and copywriting; contracts; and proposals. LINKEDIN, FACEBOOK. [Specific Portfolio URLs available / partial projects.]

- **Online Services to Clients in Russia, Poland, USA, Philippines / Singapore, Ukraine, Sweden, Australia, United Kingdom, Germany, Canada, China, etc.** Some of the projects:
  - [DigitalSeductions.com](http://DigitalSeductions.com) (May 2023 – Jan 2024)
    - **Post Apocalyptic Diesel Steampunk Women Pirate** themed adult game Visual Novel. Copywriting story's character dialogs from client outlines.
  - [Ktulhu Solutions / Sex and Glory Games / Lessons of Passions Games \(Russia Federation\)](#)
    - **Bloodlines of Shadows Springs** (*former working title - Twilight*) (2021 – 2022): family vampire war game, original text and character dialog, and image design descriptions. [Sample text](#). Eight-minute walk-through [https://www.youtube.com/watch?v=jot7iP\\_g3iQ](https://www.youtube.com/watch?v=jot7iP_g3iQ)
    - **Romance in the Dark** (2020 – 2022): cthulhu detective game text and character dialog from story outline and art images.
      - *Penelope's Story* (2022)
      - *Sara's Story* (2021)
      - *Teresa's Story* (2020)
      - *Miranda's Story* (2020)
      - *Events* (2020)
    - **My Name is David** (2019 – 2020), [Wiki](#): game text and character dialog from story outline and art images. [Sample text](#).
    - **Flirting with Yasmine** (2019): game text and character dialog from story outline and art images. [https://store.steampowered.com/app/1147000/Flirting\\_with\\_Yasmine/](https://store.steampowered.com/app/1147000/Flirting_with_Yasmine/)
    - **Waiting for You** (2019): dating sim game text and character dialog from story outline and art images.
    - **Serbian Casino** (2019): dating sim, revised game text and character dialog from story outline and art images. [https://loggold.com/index\\_sc.php](https://loggold.com/index_sc.php)
    - **Much Ado About Nothing Game** (2017 – 2018): Game narrative, design selection and image design selections, additional possible levels / quests from character choices. All character dialog

(modernized but still in Shakespearean character), and scenes (redone originals into creative new scenes).

- Yes, Shakespeare gets sexier! And more real (Benedict from great to evil. The ladies from standard “virgin”, to seeking romance, to seeking to be satisfied.)

[http://sexandglory.com/index\\_maan.php](http://sexandglory.com/index_maan.php)

<http://www.writing-naked.com/MAAN.html>

- “Metropolis: Lux Obscura” [*Sin City Comic Project*] on Steam (2015 – 2017):  
[https://store.steampowered.com/app/671390/Metropolis\\_Lux\\_Obscura/](https://store.steampowered.com/app/671390/Metropolis_Lux_Obscura/)
  - **Best storytelling @ White Nights Conference 2016**
  - **Excellence in audio @ DevGAMM Moscow 2016**
  - (2017) Rewriting tweaks, reproofing
  - (2015 - 2016) story narrative from story outline, character stylized dialog, descriptive design of art images, and new title.
- “The Locket”
  - (2017) Rewrite to new approach
  - (2016) Game narrative from basic outline, descriptive design of art images.
- “Arkham: The Dark Legacy”, a [Lovecraft Project](#) (2015) initial game story and design elements adapted from author H.P. Lovecraft’s novels [http://sexandglory.com/index\\_adl.php](http://sexandglory.com/index_adl.php)
- “Girl With Tattoos” full game narrative and game design (2014)  
[http://sexandglory.com/index\\_tat.php](http://sexandglory.com/index_tat.php)
  - “Tattoo Girl” test short game (2014)
- “Mysterious Island” (2014): (zombie) full game narrative, some levels planning.
  - [http://sexandglory.com/index\\_mi.php](http://sexandglory.com/index_mi.php)
  - Yacht / Zombie Island Game (2013) test story and design
- Adult Sleuth (2011): [7 Days Game](#) story rewrite, additional story writing and editing; adult detective narrative <http://sexandglory.com/7day/>.
- Brandy the Bandit: Book Two (2014) for [Dark Brain Comics \(US\)](#): Story outline and first draft for nine (9) scripted episodes.
- [Ardor The Game](#) (2014) for [Human Curious \(Netherlands\)](#): edited game design documents, game play materials and card texts <http://ardorthegame.com/>
- “The Brazil Story” (2013): Client invited. Ghostwriting of 30 page multicultural / interracial romance story for Ophelia Madison Press (MD USA).
- [Orchid Games \(Poland\)](#) <https://www.orchidgames.com/archives/>;  
[https://www.youtube.com/channel/UC\\_JuVrHNz34KKC-ZXv54dNQ](https://www.youtube.com/channel/UC_JuVrHNz34KKC-ZXv54dNQ) YouTube Game Trailers.
  - (2013) **Heartwild 1 and 2 Games** story narrative update
  - (2013) **Brainstorm HOPA game title—“Graven: The Purple Moon Prophecy”**  
<http://www.orchidgames.com/graven>
- **Dreamer Apps / IntroWizard LLC** rewriting (*character development, dramatic risks, humor*) also expansion of client’s short stories into novels and new marketable story.
  - **Ralph’s Gift** (2013): original short story of 11,428 words into 47,904-word novella / novel
  - **Demon Sex** (2013): original short story of 9752 words into 57,572-word novella / novel **Demon Sex: The Tale of a Demon Sex Slave**

- **Dramatic Urban Film Treatment**—African American business women friends at BET, Johnson Publishing, and Sony Records

**NEALE SOURNA / PIE: PERCEPTION IS EVERYTHING. 2001 – present. Cleveland OH.** <http://www.Neale-Sourna.com>

**Publishing Owner**, fiction and nonfiction **Author, Editor**, and **Design Layout**; also **Webmaster, Web Content / SEO Marketing**

**Copywriter**: internet websites in HTML; SEO research, optimization, and copywriting; graphics; online research; and professional wholesale publications and documents for retail publishing sale [*printed books and ebooks (novels, short stories, nonfiction)*].

- **Author Neale Sourna's Books / Ebooks** (*full novels, novella, short stories, screenplays*) **written, edited, layout, published, and marketed** by this award-winner through **PIE: Perception Is Everything Publishing**, available online at most major and minor electronic bookstores and for order at all local brick and mortar stores.
  - ❖ [www.PIE-Percept.com](http://www.PIE-Percept.com) and [www.Neale-Sourna.com](http://www.Neale-Sourna.com):

Product sales branding and packaging, company web content development—text, graphics, photos, e-marketing, e-commerce, press release writing / placement, internet / web radio interviews and promotional character voice recordings [*MP3, WAV, Sitepal.com*], develop / coordinate artist merchandise [*books, ebooks, brochures, posters, post cards, caps, more*], blogs, etc.

## FORMAL EDUCATION:

**CUYAHOGA COMMUNITY COLLEGE.** Cleveland OH. Studies in: Technical Writing; Digital Game Design; Digital Filmmaking and Film Editing; Music Theory, Harmony and Performance.

**AMERICAN UNIVERSITY.** Washington DC. Master of Arts Studies (*Screenwriting, Analysis, and Criticism*).

**LAKE ERIE COLLEGE.** Painesville OH. **Bachelor of Fine Arts Degree** (*Music Theory and Performance; Theater Production and Arts Administration, with Theater Stage Management; Dance; Photography; Painting*). Seasonal Stage Manager, 2 years.

- **MOUNT VERNON COLLEGE.** Washington DC. Summer Term studies and internship in Arts Administration at National Endowment for the Arts, Opera-Music Theater Program. Funding Intern.
- **VIENNA HOCHSCHULKURSE.** Vienna, Austria. Academic Term Abroad. German Language and Cultural Studies.