

Aliza Pearl Kennerly

Writer, editor, content creator, performer, game designer

Los Angeles, CA

AlizaPearl.com

Professional Summary

- Versatile writer, editor, and content creator across games, digital media, streaming, film, and television.
- Forward-thinking, enthusiastic, and collaborative, with the ability to both lead and work independently.
- Attentive to detail; passionate about clear and compelling use of language through writing.
- Passion for game/narrative design, genre storytelling, lore, and world-building, particularly in sci-fi and fantasy.
- Member of Science Fiction and Fantasy Writers of America (SWFA); attended [Space Economy Camp for Writers](#)

Skills

- Storytelling, writing, proofreading, and editing; strong foundation in story structure, character, and dialogue
- Collaboration; Setting and meeting deadlines; Excellent verbal and written communication
- Leading, guiding, managing, reviewing, and editing other writers on a team
- Narrative game design, branching narrative, dialogue, barks, variables, and counters
- Equally comfortable with Windows and Mac OS; Microsoft Office; Google Drive; Adobe Creative Cloud; Twine
- Fluent in English and Spanish; Basic Mandarin Chinese

Relevant Experience

LLM/AI Chatbot Advanced Generalist (Trainer)

- **Outlier** **Remote** **March 2024 - Current**
 - Train generative AI models through prompt and response rating and ranking (RLHF)
 - Provide feedback, critique, edit, and/or rewrite responses generated by AI models and human writers
 - Adhere to established guidelines and standards for creating high-quality AI training data

Creative/Narrative Director at [Vesper](#)

Remote

May 2023 - December 2023

- Guided, managed, edited, and mentored 7 other writers for their original game scripts using custom syntax
- Contributed to narrative design and core game design within game creation platform development
- Helped advise Unity tech team in building features that support creators' ability to tell engaging non-linear stories
- Wrote and delivered game scripts
- Produced and directed promotional video content

Freelance Game Writer

- **Vesper (RPG video game creation platform)** **Remote** **March 2023 - Current**
 - Created and pitched original multiplayer RPG fantasy video game concept for new video game creation platform, which was chosen from among other game pitches as first closed beta
 - Created 4 player characters (PCs), location descriptions, system of magic, storyline, NPCs, and puzzles
 - Write and deliver game scripts; First episode of my original IP game "Chromagy" will ship in 2024
- **Norse Foundry** **Remote** **February - April 2024**
 - Contributing writer for fantasy setting
- **StoryLoom (visual novel creation platform)** **Remote** **Sept 2022 - Dec 2023**
 - Contributing writer for StoryLoom closed and open betas
 - Design, write, and build original interactive narrative fiction using a proprietary story-building web app
 - Create alternate paths and choices through branching dialogue, variables, and counters
- **Um, Actually (Dropout TV)** **Remote** **September 2022**
 - Trivia question writer for 8th season of pop culture game show
 - Worked individually and on a team to source pop culture trivia, and write game show questions
- **Anansi's Tapestry of Lives** **Remote** **September 2022**
 - Contributing writer to a book of original NPCs for use in Dungeons and Dragons and other fantasy TTRPGs
 - Created and wrote a description, bio, personality, quirk, driving goal, and monologue, and recorded voiceover for an original NPC

Creator/Director/Producer of [Ripley Improv's "Slay"](#) Los Angeles, CA

February 2021 - July 2021

- Created and directed an innovative digital monster-hunting horror-suspense improv show
- Created a lore document, show bible, and in-world monster hunting agency documents and graphics
- Developed gamified theatrical tools to help facilitate storytelling (i.e. a format/structure for building the monster through improv, and visual/design signals for actors to start, wrap up, and pause their monologues)
- Led design development with technical designers and visual, graphic, and performing artists to execute vision

