YUSUF ABEBE

Video Game Screenwriter / Narrative Designer

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SUMMARY

Video game screenwriter and narrative designer with 7 years of experience at 343 Industries, CD Projekt RED, and Naughty Dog. Lead writer on 2 shipped AAA titles with combined 4.8M units sold; 12,000+ lines of branching dialogue written. BAFTA Games nomination for Best Story (2023). Expert in Twine, ink, and Articy:Draft branching narrative tools.

EXPERIENCE

Senior Narrative Designer / Lead Writer

Naughty Dog (Sony Interactive Entertainment)

Jan 2020 - Present Santa Monica, CA

Lead narrative writer on an original IP third-person action game.

- Served as lead writer on an unannounced original IP; responsible for all 14,000+ lines of scripted dialogue and 3 branching narrative pathways
- Received BAFTA Games nomination for Best Story 2023 for narrative work on a shipped AAA title
- Collaborated with cinematic team to script and supervise 87 cutscenes totaling 4.5 hours of in-game cinematics

Narrative Designer / Screenwriter

343 Industries (Microsoft)

Mar 2016 - Dec 2019 Redmond, WA

Narrative designer on two Halo franchise titles.

- Wrote 8,500+ lines of in-game dialogue and environmental storytelling content across 2 Halo titles with combined 2.1M units sold at launch
- Developed branching mission narrative with 4 distinct player-choice outcomes using Articy:Draft; each branch received separate QA pass
- Contributed to 12 hours of cutscene scripts; all delivered on schedule and under budget across 2 production cycles

PROJECTS

The Last of Us: Part II

Senior Screenwriter

Jan 2018 - Oct 2020

Collaborated with the Naughty Dog team to develop and write the narrative for The Last of Us: Part II, resulting in widespread critical acclaim and numerous awards.

Narrative design • Character development • Dialogue writing

Assassin's Creed: Odyssey

Screenwriter

Jun 2017 - Oct 2018

Developed and wrote story content for Assassin's Creed: Odyssey, including quests, characters, and dialogue, resulting in a 30% increase in player engagement and a 25% boost in game sales.

Branching narratives • Player choice systems • Dialogue writing

REFERENCES

Neil Druckmann, Creative Director

Supervisor neil.druckmann@naughtydog.com

Jonathan Dumont, Narrative Designer

Colleague jonathan.dumont@ubisoft.com

HOBBIES

Reading

Writing

Playing video games

STRENGTHS

Narrative design

Proven ability to create engaging and immersive narratives for video games, with a focus on character development and player choice.

Collaboration

Skilled at working with cross-functional teams to develop and write narrative content, with a focus on communication and feedback.

SKILLS

Branching Narrative Writing | Articy:Draft | Twine | ink (Inkle) | Final Draft | Dialogue Writing (in-game) | Cinematic Script Writing | World-Building & Lore

EDUCATION

Bachelor of Science

USC School of Cinematic Arts

Sep 2012 - May 2016 Los Angeles, CA

Interactive Entertainment · GPA: 3.7

CERTIFICATES

WGA Member — Interactive

2020

Writers Guild of America

WGA membership under interactive media agreement.

BAFTA Games Nomination — Best Story

2023

BAFTA

Nominated for narrative lead work on a Sony/Naughty Dog title.

AWARDS

BAFTA Games Nomination — Best Story

2023

BAFTA

Nominated for narrative lead work on a Sony Interactive Entertainment title.

LANGUAGES

English

Native

French

Fluent