Elena Sato

Video Game Script Writer

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Summary

Video game script writer with 6 years in game writing, credited on 2 shipped titles and 60,000+ lines of dialogue. Writes quests, cinematics and barks with branching dialogue in Articy:draft, implements lines in Unreal Engine and prepares voiceover scripts for recording and localization.

Experience

Video Game Script Writer

05/2023 - Present

Cascade Ridge Games Seattle, WA

120-person studio building an unannounced open-world RPG for PC and console.

- Write branching dialogue for **24** main and side quests, totaling 38,000 lines in Articy:draft.
- Script 18 in-engine cinematics with level designers, testing pacing in Unreal Engine builds every sprint.
- Prepare voiceover scripts with context notes for 45 actors across 3 recording blocks.
- Track 300+ writing tasks in Jira and cut 15% of lines in revision to fit a localization budget for 11 languages.

Associate Narrative Writer

07/2020 - 04/2023

Pinewood Interactive Bellevue, WA

Mid-size studio that shipped 2 action-adventure titles in this period.

- Wrote **22,000** lines of barks, item text and side-quest dialogue for 2 shipped titles on PC and console.
- Prototyped quest flows in Twine so narrative design and level teams could playtest branches before scripting.
- Reworked character development arcs for 6 companions after playtests showed 40% of players skipped their quests.
- Proofed localized dialogue builds with the QA team and logged line issues before each certification submission.

Education

Bachelor of Arts

06/2020

University of Washington Seattle, WA

English, Creative Writing

Skills

- Game Writing
- Branching Dialogue
- Narrative Design
- Articy:draft
- Twine
- Unreal Engine
- Jira
- Voiceover Scripts
- Character Development
- Collaboration