

CHRIS SIMS

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PROFILE

I'm an experienced creator with proven skill in writing, design, and editing for games, as well as developing intellectual property. With acclaim from superiors and colleagues, I've led and participated in cross-functional teams to create successful content for major entertainment brands. My work includes award-winning publications that span three editions of the *Dungeons & Dragons* game, including the New York Times best-selling fifth edition. I have also produced material for the *Starfinder Roleplaying Game*, *Magic: The Gathering*, *Duel Masters*, *State of Decay 2*, and many other products.

PROFICIENCIES

- Crafting characters, scenes, locations, quests, stories, and worlds
- Designing narrative and dialog for games, fiction, and film
- Creating and developing game mechanics
- Integrating narrative content with mechanical content
- Researching to ensure authenticity and maintain narrative continuity
- Guiding and incorporating visual art and style into game content
- Planning and leading projects, independently and as part of a team
- Producing specification and technical documentation
- Editing, indexing, and proofreading, as well as general attention to detail
- Building relationships with coworkers, fans, freelancers, students, and volunteers
- Graphic design, illustration, typography, and cartography
- Photoshop, Illustrator, InDesign, InCopy, Acrobat, Microsoft Office, and social media
- Gaming, digital and tabletop, starting with *Basic Dungeons & Dragons* in 1981

PRACTICE

Game Editor and Writer

Dec 2017–present

Paizo Inc.; Redmond, WA

- Creatively developing game content for the *Starfinder Roleplaying Game*.
- Technical editing, planning, and outlining for *Starfinder* content.
- Selecting and directing freelance writers to produce game content.
- Writing and designing game content.
- Connecting with peers and fans via social media, streaming media, and conventions.

Game Designer, Editor, and Writer

Jan 2002–Oct 2011; Jan 2015–present

Self; currently Renton, WA

- Created and refined several worlds and scores of adventures, characters, dialog instances, foes, locales, lore entries, mechanics, monsters, quests, and rewards.
- Wrote and edited for video games (*State of Decay 2*) and film (*Glossary of Broken Dreams*, *Tycho*).
- Composed the interactive fiction piece *Triskele*.
- Maintained a popular blog on award-winning *critical-hits.com*.
- Connected with thousands of peers and fans via social media, streaming media, and convention attendance.

PRACTICE (continued)**Game Designer, Editor, and Writer** Aug 2005–Dec 2009; Oct 2011–Jan 2015*Wizards of the Coast; Renton, Washington*

- Created and refined several worlds and scores of adventures, as well as hundreds of characters, dialog instances, foes, locales, lore entries, mechanics, monsters, quests, and rewards.
- Worked with multiple teams to effectively produce hundreds of publications
- Improved all projects for clarity and efficiency while maintaining function.
- Led scores of successful projects from proposal to final.
- Communicated with words and visuals to aid execution on all projects.
- Built connections that resulted in smoother successes and consumer engagement.
- Devised skill tests for designers and editors, improving the talent pool.
- Connected with even more peers and fans via social media, streaming media, and convention attendance.

Graphic Artist

1995–2004

Headshot Graphics, Twin Galaxies, and Self; across the USA

- Composed the interactive fiction piece *Triskele*.
- Completed dozens of design projects, from ads to websites, on time and to spec.
- Led a team to create and maintain promos and website material for Twin Galaxies.
- Led design direction for the small apparel company Headshot Graphics.
- Wrote and edited copy for most projects.

PREPARATION**Dual Bachelor of Fine Arts**

Graduation 1999

Virginia Commonwealth University School of the Arts; Richmond, Virginia

Dual Major in Graphic Design and Illustration, minor focus in writing

PLAUDITS

- 2017 Artist in Residence; MuseumsQuartier, Vienna, Austria; November
Volo's Guide to Monsters (Golden Geek for Best Supplement)
- 2016 *Sword Coast Adventurer's Guide* (Judge's Spotlight ENnie), *Volo's Guide to Monsters* (New York Times Best Seller)
- 2015 *Wizards of the Coast* (Gold ENnie for Best Publisher)
D&D Player's Handbook, fifth edition (New York Times Best Seller, Gold ENnies for Product of the Year, Best Game, and Best Rules; Silver ENnie for Best Writing; Origins Award for Best RPG, Origins Fan Favorite for Best RPG)
D&D Dungeon Master's Guide, fifth edition (Gold ENnie for Best Supplement)
D&D Monster Manual, fifth edition (New York Times Best Seller, Gold ENnie for Best Monster product; Origins Award for Best RPG Supplement, Origins Fan Favorite for Best RPG Supplement)
D&D Starter Set, fifth edition (Gold ENnie for Best Family Game)
D&D Basic Rules, fifth edition (Gold ENnies for Best Electronic Book and Best Free Product)
Triskele (runner-up, Write a Game Challenge; IGDA Game Writing SIG)
- 2014 *D&D Player's Handbook*, fifth edition (Origins Award for Best RPG, Origins Fan Favorite for Best RPG)

(see more at chrissims.com)