

# CHRIS SIMS

chris.s.sims@gmail.com

chrissims.com

@ChrisSSims

425.301.4843

CV page 1 of 2

## PROFILE

I'm an award-winning creator with proven skill in writing, narrative design, and world-building, including creating characters and creatures, dialog, adventures and quests, game settings, stories and story bibles, and gear and loot. That skill extends to developing and promoting intellectual property, as well as to mechanical development, technical editing, and copy editing. With acclaim from superiors and colleagues, I've led and followed in cross-functional teams to create popular content for major entertainment brands. My work spans three editions of the *Dungeons & Dragons* game, including the New York Times best-selling fifth edition. I have written and developed for the *Starfinder Roleplaying Game*, *Magic: The Gathering*, *State of Decay 2*, and many others. I'm passionate about helping game companies make games that excite and expand their audience.

## PROFICIENCIES

- Crafting characters, gear, scenes, locations, quests, stories, and worlds
- Designing narrative and dialog for games, fiction, and film
- Integrating story content with mechanical and promotional content
- Creating and developing game mechanics
- 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
- Writing marketing material from ad scripts to sell text
- 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, layout, 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

**Writer, Editor, and Game Designer** Jan 2002–Oct 2011; Jan 2015–present

*Self; currently Seebenstein, Lower Austria*

- Created and refined narrative material for tabletop games and video games, including award-winning titles.
- Script consultant for four independent films.
- Composed award-winning interactive fiction.
- Wrote a popular blog on award-winning *critical-hits.com* and *chrissims.com*.
- Connected with peers and fans via social media, streaming, and conventions.

**Game Writer and Editor**

Dec 2017–June 2019

*Paizo Inc.; Redmond, WA*

- Designed, wrote, edited, and planned content for the *Starfinder Roleplaying Game*.
- Created promotional material from sales material to video scripts.
- Worked with art, editing, and marketing to produce and promote publications.
- Selected and directed freelance writers to produce game content.
- Connected with peers and fans via social media, streaming media, and conventions.

**PRACTICE** (continued)**Game Writer, Editor, and Designer** 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 and flavor text, foes, locales, lore entries, mechanics, quests, and rewards. Brands included *Dungeons & Dragons*, *Magic: The Gathering*, and *Duel Masters*, among others.
- 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 peers and fans via social media, streaming, and conventions.

**Graphic Artist**

1995–2004

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

- 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**

- 2019 *Mordenkainen's Tome of Foes*; Origins Award for Best Role-Playing Game Supplement Fan Favorite
- 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)

See more, including work details and a list of publications, at [chrissims.com](http://chrissims.com).