



GERALD YONG

NARRATIVE DESIGNER | GAME WRITER | UNREAL ENGINE 5

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SUMMARY

Narrative Designer with 6+ years of experience. A visual and dynamic communicator, leveraging a background in animation to bring narrative and cinematic moments to life. A growing focus to design and implement narrative content in-engine to deliver engaging, player-driven experiences.



SKILLS

Narrative Design, Game Writing, Unreal Engine 5, Storyboarding, Video Editing, Animation, Motion Capture



WORK EXPERIENCE

Albrite Studios

Aug 2025 - Present

Narrative Designer

- Developing narrative content for Project XII (Vertical Slice), including quests, cinematics, lore, and world-building elements, for sci-fi fantasy setting.
- Working closely with various teams to ensure gameplay mechanics, animation and level design aligns with game narrative and player fantasy.

PlayED Games & Education Singapore

2024 - 2025

Narrative Designer

- Prototype narrative-driven pedagogy for students age 6-12 years old. including script writing, storyboarding, implementation into Adobe XD for focus group testing.
- Develop Product Reel to showcase product concept for investor pitching including script writing, storyboarding, and video editing.
- Collaborated and managed various teams to deliver on project milestones including art direction, worldbuilding, character design, voice-over directing & company rebranding.

Passion Republic Games

Aug 2019 - Aug 2024

Narrative Designer & Writer

- Shipped GigaBash and various DLCs, collaborated with various teams to deliver "Story Mode". a linear narrative experience featuring multiple playable characters and storylines.
- Contributed to world lore, worldbuilding, character design, voice-over direction, motion capture & player community (Discord).
- Collaborated with external IPs and internal team to ensure authentic representation of IP characters in various licensed DLCs. Work includes character description, skill descriptions, lore writing, and motion capture.
- Working closely with marketing team to write & deliver copywriting content.

Animator

2017 - 2019

- Contributed to outsourcing pipeline for various international and local titles. Work includes gameplay animation, trailers, cinematics, TV series, and advertisements. Experience includes keyframe animation and motion capture clean up using Autodesk MotionBuilder and Autodesk Maya.
- Notable Titles: Diablo IV, Gears 5



EDUCATION

Game Writing Bootcamp

2025

Game Design Skills

Diploma in Digital Animation

2014 - 2017

The One Academy