Jason Guisao

Writer | Narrative Designer

EXPERIENCE

Bungie | Sept. 2022 - Oct. 2023

Associate Franchise Editor

- Wrote and implemented lore and strings for select seasonal releases
- Participated in writers' room readings and provided critical feedback to scripts and lore
- Edited and proofread VO content for accuracy and accessibility
- Implemented and edited technical and fictional strings in game engine
- Coordinated content completion with downstream teams, like localization, consumer products, and publishing

Game Informer | Sept. 2020 – Sept. 2022

Associate Editor

- Published text and video features/previews for the website and monthly magazine
- Completed game reviews under strict deadlines and embargo requirements
- Reported breaking news or appeared in video content (e.g., podcasts, interviews) as needed

PROJECTS

Ponch: Cyberspace Investigator | Sept. 2021 – May 2023 *Game Writer, Narrative Designer* | 3-person team | 2.5D Adventure

- Wrote all in-game text including conversations, narrative notes, character bios, and barks
- Outlined overall plot structure, worldbuilding, explorable hubs, and story beats
- Selected and funded by the NYU Game Center Incubator

we miss the moon | Sept. 2020 – Oct. 2020

Game Writer, Narrative Designer | 2-person team | 3D Walking Sim

- Collaborated on level spacing, scope, and prop placement to establish a cohesive game flow
- Designed the narrative using interactable notes scattered throughout the gameworld

Portfolio

jayguisao.com

CONTACT

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EDUCATION

New York University | Class of 2022 M.F.A. Game Design

SUNY Geneseo | Class of 2017 B.A. Creative Writing & Native American History

SKILLS

Ink Unity
Perforce Twine
Shotgrid Unreal
Final Draft Inform 7
Confluence Adobe CS
MS Office Suite Google Workspace

ACCOMPLISHMENTS

NYU Game Center Incubator May 2022 - May 2023

Hear Us Grant Finalist

April 2021

Take-Two Scholarship Recipient August 2020 - May 2022

Published in Black Warrior Review Magazine
October 2020

Geneseo Foundation Undergraduate Fellowship May 2016 – August 2016