

Clover Hogston

Senior Narrative Designer

CONTACT

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SKILLS

ENGINES

- Unreal Engine 5
- Unreal Engine 4
- Unity

SOFTWARE

- Writer Duet
- Sketchup
- Perforce
- Articy
- Speech Graphics

INTERPERSONAL

- Conflict Resolution
- Cross Team Collaboration
- Mentoring

PRODUCTION

- Sprint Planning
- Goal Setting
- Cross Milestone Tracking

ADDITIONAL

- Writing
- Content Planning
- Database Management

EDUCATION

The University of
Central Florida

2014 - 2015

M.S. Interactive Entertainment

The College of

Charleston

2009 - 2014

B.S. Psychology

Minor Women and Gender

Studies

EXPERIENCE

Respawn Entertainment

Iron Man Action Game (In Production) - **Sr. Narrative Designer**

2024 - 2026

- Championed the creation of a narrative hub space where writers can deliver personal stories for our core NPC cast and level designers can launch side content
- Developed a content plan for the narrative hub space, working with members of the writing, level design, and art team to ensure narrative content, NPCs, and level art were consistent across the entire game story
- Successfully led a complete refactor of the narrative content management system that included developer scheduling, analysis of programs for viability and cost effectiveness, and successful pitching to key directorial staff
- Worked closely with level design and writing to define, implement, and iterate on the narrative experience for 7 game levels
- Managed and reviewed animation content created by external partners for quality and usability across narrative spaces

Star Wars FPS (Unreleased) - **Sr. Narrative Systems Designer**

2022 - 2024

- Led the Narrative Design pod as interim lead, defining sprint and milestone goals, working closely with production to balance the schedule and workload of the Narrative Design pod
- Reimplemented proprietary Unreal Engine 4 narrative delivery systems and technology in Unreal Engine 5
- Communicated regularly with team and project leadership to ensure clarity and alignment across goals and expectations
- Wrote up all initial documentation for and implemented prototypes for all critical narrative systems
- Created a comprehensive tutorial series for proprietary content management and implementation systems

Jedi: Survivor - **Narrative Designer**

2019 - 2022

- Oversaw all aspects of the main narrative hub as primary vision holder and content creator, collaborating closely with Environment Art, Character Art, and Animation
- Worked closely with the writing and level design team to design and implement side content and NPC interactions that provided the player with additional content and context for the activities in the narrative hub
- Owned the creation and implementation of narrative content for the High Republic Shrines, writing dialogue and crafting a narrative throughline to tie these challenge spaces together
- Designed, scripted, and implemented multiple side content systems including fishing and gardening
- Created narrative archetypes for the new combatant types to ensure consistency with property lore and game tone

Jedi: Fallen Order - **Dialogue Designer**

2018 - 2019

- Scripted all systemic combat dialogue for 14 enemy archetypes and all systemic dialogue for the Hero
- Wrote and implemented over 6,500 combat barks and 100 ambient conversations that spanned all combatant archetypes
- Crafted 9 of 15 enemy personality archetypes used to write combatant dialogue
- Maintained the internal dialogue database of over 17,000 lines for clarity and rewrites
- Collaborated between Writing and Audio to prepare and export lines for recording sessions

inXile Entertainment

The Bard's Tale IV - **Junior Content Designer**

2017 - 2018

- Acted as product owner for all content, geometry, and gameplay for 6 of the game's dungeons as well as all hub towns
- Implemented 90% of all NPCs including NPC appearance, scripted functionality, and dialogue using custom built systems in Unreal Engine 4
- Worked closely with the lead writer to edit and rewrite dialogue, quests, and cutscenes for content and clarity
- Managed the tasking and scheduling of 3 developers to assist in the creation of NPCs, quest data, and dialogue

The Mage's Tale VR - **Junior Level Designer**

2016 - 2017

- Created 4 of the game's 10 levels from the ground up using modular kits and acted as product owner for 3 of the game's levels until release
- Scripted, iterated on, and maintained all sequences, dialogue, level geometry, and level events associated with the tutorial as product owner
- Designed, prototyped, and scripted complex interactivity between 30 puzzles, traps, and level features that were featured in multiple game levels

Panic Factory

Blackwood - **Technical Designer**

2015

- Acted as primary scripter for 22 interconnected prefabs and created a custom system to load and unload multiple levels at the same time