

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

GAME DESIGN

- Quest Design
- Narrative Flow
- NPC Placement and Management
- Design Documentation

INTERPERSONAL

- Conflict Resolution
- Cross Team Collaboration
- Mentoring

PRODUCTION

- Sprint Planning
- Goal Setting
- Cross Milestone Tracking

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 at Motive Studio) - Sr. Narrative Designer

2024 - 2026

- Designed, implemented, and iterated on the narrative experience for 7 quests including two boss fights using proprietary visual scripting tools in Unreal Engine 5.
- Championed the creation of a central narrative hub space used by writers to deepen player's connection to the core NPC cast and by level designers as a launch pad for side quests.
- Developed a content plan for the narrative hub space, collaborating with writing, level design, and art teams to ensure narrative content, NPCs, and level art were consistent across the full game story.
- Led a complete refactor of the narrative content management system, including developer scheduling, program viability analysis, and a series of reviews with top project leadership.
- Planned and reviewed all narrative animation assets created by external partners for quality, usability, and consistency across narrative spaces.

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

2022 - 2024

- Reimplemented proprietary Unreal Engine 4 narrative delivery systems and technology in Unreal Engine 5.
- Designed and implemented a modular quest information delivery system using Blueprints in Unreal Engine 5.
- Led the Narrative Design pod as interim lead, defining sprint and milestone goals and balancing the schedule and workload of 5 developers alongside production.
- Maintained regular communication with team and project leadership to ensure clarity and alignment across goals.
- Created a comprehensive tutorial series for proprietary content management and implementation systems.

Jedi: Survivor - Narrative Designer

2019 - 2022

- Implemented all aspects of the main narrative hub as primary vision holder and content creator, collaborating with Environment Art, Character Art, and Animation.
- Designed and implemented side quests and NPC interactions in collaboration with writing and level design teams, providing players with additional content and story context.
- Created all narrative content for the High Republic Shrines, crafting a narrative through-line connecting challenge spaces.
- Designed, scripted, and implemented multiple side content systems including fishing and gardening using the Blueprints visual scripting language in Unreal Engine 4.
- Created narrative archetypes for new combatant types to ensure consistency with franchise lore and game tone.

Jedi: Fallen Order - Dialogue Designer

2018 - 2019

- Scripted all systemic combat dialogue for 14 enemy archetypes, all systemic Hero dialogue, and large portions of narrative delivery dialogue across multiple levels.
- Wrote and implemented over 6,500 combat barks and 100 ambient conversations spanning all combatant archetypes.
- Designed 9 of 15 enemy personality archetypes used to guide combatant dialogue writing.
- Maintained the internal dialogue database of over 17,000 lines for clarity and rewrites.
- Collaborated with 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 and NPC spaces
- Implemented 90% of all NPCs including NPC appearance, scripted functionality, and dialogue using proprietary 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 across multiple game levels

Panic Factory

Blackwood - Technical Designer

2015 - 2016

- Acted as primary scripter for 22 interconnected prefabs and created a custom system for simultaneous multi-level loading and unloading.