
AIMI WATANABE

LONG BEACH, CA aimi@meta4.org www.portfolio.meta4.org

Mid-level game designer with 5+ years of experience in authoring and implementing interactive narrative systems, including an early access title with 300k+ copies sold and 31k peak concurrency. I build quests, open-world events, dialogue systems, and gameplay mechanics to transform story intent into player-facing systems. By integrating narrative with gameplay, I drive emotional impact with a powerful story for a meaningful player journey.

EXPERIENCE

NARRATIVE DESIGNER I
INTREPID STUDIOS, ASHES OF CREATION
JAN 2025 - FEB 2026 (1Y1M)

- ❖ Authored quests, dialogue, and events at production quality.
- ❖ Developed narrative systems within the live-service MMORPG architecture, maintaining a consistent gameplay experience across evolving player states, dynamic world conditions, and competitive multiplayer scenarios.
- ❖ Redesigned a branch of the starting questline (levels 1-10) to improve early player engagement, and saw increased positive sentiment from community feedback.
- ❖ Organized and maintained confluence documentation for events across QA and release environments, providing structured test steps and validation criteria.
- ❖ Delivered narrative and world-building content for 4 zone expansions, including lore context for dungeon designs, for gameplay-critical item rewards, and NPC identities based on enemy factions.
- ❖ Leveraged regular internal playtests to identify key areas for improvement and quickly iterated on content in response to feedback.
- ❖ Designed cosmetic skins for the in-game store.

GAME DESIGNER
INTREPID STUDIOS, ASHES OF CREATION
SEPT 2021 - DEC 2024 (3Y3M)

- ❖ As design owner, I developed the event system to support dynamic content for group gameplay. Iterated on research, GDD, feasibility proposals, and prototype in Unreal Engine 5.

- ❖ Collaborated with narrative, design, and engineering teams to translate story intent into interactive gameplay logic, resolving implementation constraints and systemic dependencies.
- ❖ Designed and implemented dynamic content for the Alpha 2 release.

JUNIOR GAME DESIGNER
INTREPID STUDIOS, ASHES OF CREATION
AUG 2020 - OCT 2021 (1Y3M)

- ❖ Designed core content in the AlphaOne release, including Points of Interest, Quests, and Encounters.

RESEARCH ASSISTANT
UC BERKELEY, MATT WALKER LAB
DEC 2015 - MAY 2017 (1Y6M)

- ❖ Conducted sleep study research, developing software pipelines for processing and analyzing brain imaging data.
- ❖ Presented research to Department of Defense.
- ❖ Mentored undergraduate research.

AWARDS

- ❖ Rookie Awards, Runner-up for Game of the Year
- ❖ IGDA Core Summer Festival Contest, 7th place
- ❖ Honorable Mention in Outstanding Research, Linguistics, MIT
- ❖ Jack Kent Cooke Young Artist Award, NPR

EDUCATION

MA: GAME DEV @ ACADEMY OF ART UNIVERSITY

BS: BRAIN AND COGNITIVE SCIENCE @ MIT

DESIGN & NARRATIVE	TECHNICAL	PROGRAMMING
Quest & Mission Design	Unreal Engine 5	Python, Lua, JavaScript
Event Design	Blueprints & Components	C++, C#
Interactive Narrative Design	Visual Scripting & Logic	Design Patterns
World-building	Level Sequences	Object-Oriented Principles
Lore Development	Design Documentation	
Cosmetics Design	Cross-Collaboration	OTHER
Character Diamonds	Systems Design	Japanese Proficiency (N2)
Branching Storylines		