

LaDonovan Walton

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Tyler, Texas

Narrative Designer | Game Writer: Creative Writer specializing in immersive, narrative experiences. My work centers on world-building, character design, and archetypes. Available for contract and full-time remote or hybrid positions.

Skills:

Unreal Engine, Branching Systems, Level Design, Environments, Design Document, Dialogue, Short/Long Fiction, Character Development, C++, Git, 3D Modeling, Texturing, Concept Art.

Applications:

Unreal Engine, Unity, Github, Blender, Visual Studios, 3Ds max, Microsoft Word, Adobe Photoshop, Adobe Illustrator, Adobe Premiere, Instagram, X, Google docs, Discord.

Education:

Full Sail University, Creative Writing Concentration, BFA, expected graduation date 2028.

Creative Writing Certificate.

Tyler Junior College, Game Simulations And Development, AAS.

Experience:

Creative Writing Project 1: - Credits 2 - June 2026 - knowledge of character creation, plot development, story structure, and visual storytelling to create a collection of written work.

Programming Fundamentals I-III - 10 credits - March 2025 - Applications of programming techniques, introducing the fundamental concepts of data structures and algorithms.

Multimedia Storytelling: - 3 credits - May 2026 - The building blocks of visual storytelling, such as how to communicate moods, emotions, ideas, sounds, and scenery through props. In this course, students will learn how to represent the four-dimensional world through clear and evocative writing.

Game and Simulation Group Project - 3 credits - March 2025 - Creation of a game and/or simulation project utilizing a team approach. Includes the integration of design, art, audio, programming, and quality assurance.

Literary Technuques and Story Development - 4 credits - Febuary 2026 -
Literary techniques that bring meaning and direction to stories. Employing literary devices, authors learn to play upon their readers' conscious and unconscious experiences and archetypes, which in turn shapes the interpretation by and impact on the audience.

Game and Simulation Programming I - II - 3 credits - March 2025 - Design and development of game and simulation programs including user interface design, mathematical elements, image and file structure, and software development techniques.

Storytelling in Entertainment & Media Industries - 4 credits - April 2023
Familiarized with visual art forms, genres, scripting styles, and organizational structures, as well as potential transmedia impact.