

Website

www.georgecoplestone.com

WORK EXPERIENCE

TECHNICAL NARRATIVE DESIGNER III

Mar 2026 - Present

Cloud Imperium Games, Manchester

Owner of narrative-driven mission content across 4+ chapters, set aboard large spaceship NPC "Hubs" spanning 100+ scenes that include story, NPC interaction, dialogue, and player choice.

Mission Logic & Flow

- Own Chapter Mission Manager logic — full level flow, start to finish
- Build Chapter Scene logic for in-chapter content triggers
- Write branching Chapter Conversation logic and player choice outcomes
- Implement pause/resume/abandon states for seamless scene playback
- Ensure seamless NPC transitions from performance-capture to AI behaviour

Scene Direction (Multi-Track Editor)

- Build "Trackviews": animation, camera, LookAt, positioning/rotation and more
- Partner with Gameplay Story animators and Cinematics to deliver scenes

Narrative & Storyboarding

- Narrative Designer for 4+ Squadron 42 chapters (20,000+ words of script)
- Own and maintain storyboards for all scenes in chapters owned
- Review scripts for consistency ahead of implementation
- Pitch new narrative-driven content ideas

Cross-Discipline Collaboration

- Coordinate with Art, Animation, Cinematics, Gameplay Story, Code, Audio
- Keep logic/scripts to current studio standards
- Maintain design docs and Confluence pages for stakeholder teams

Beyond Narrative

- Implement nav mesh and nav links across entire ships
- Build AI behaviours and handshakes
- Write objective strings; implement objective start/completion logic
- Design player interaction areas (chow line, showers, gym, lockers, etc.)
- Set up ship movement splines and quantum travel
- Populate background/vignette NPCs and scenes

Role Growth

- Took ownership of a 4th chapter (total: 4)
- Own 100+ mission modules and their scripted logic
- Led heavy multi-track work on new scenes in chapters
- Expanded involvement in broader game design decisions
- Helped onboard and mentor a new Narrative Designer

TECHNICAL NARRATIVE DESIGNER II

Mar 2025 - Mar 2026

Cloud Imperium Games, Manchester

- Took ownership of a 3rd chapter (total: 3)
- Expanded responsibility across global mission modules
- Took on more intricate scripted logic and design decisions
- Managed chapters spanning two large, distinct areas
- Deepened expertise in engine platform and checkpoint systems

TECHNICAL NARRATIVE DESIGNER I

Nov 2023 - Mar 2025

Cloud Imperium Games, Manchester

- Owned 2 chapters within Squadron 42
- Created and maintained mission logic and flow
- Directed scene work in the in-house multi-track editor
- Maintained storyboards; contributed narrative ideas
- Liaised with all related departments

EMBEDDED GRAPHICS QA TESTER

Apr 2021 - Nov 2023

Cloud Imperium Games, Manchester

- Creating and maintaining Automated Graphics tests
- Attending Team Meetings to discuss Sprints and Retrospectives, what went well/what to improve
- Updating Graphics related Confluence pages
- Being in charge of all 200+ Graphics Feature tests
- Working on/submitting to the Graphics Features level in the Editor/Engine

QUALITY ASSURANCE TESTER

Oct 2020 - Apr 2021

Cloud Imperium Games, Manchester

- Writing clear and concise bugs on Jira
- Testing Star Citizen
- Testing Squadron 42
- Having a keen eye for detail when approaching issues
- Calling out issues to Senior/Lead QA Members
- Writing to-the-point updates informing progress of certain test plans
- Attending Weekly Playtests

FREELANCE WEB DEVELOPER

Jan 2018 - Aug 2020

Safetech LTD, Rayleigh

- Build and maintain web sites, using scripting languages, content creation tools, management tools, and digital media
- Write, design, or edit web page content
- Perform or direct web site updates

FRONTEND WEB DEVELOPER

Nov 2015 - Jan 2018

Safetech LTD, Rayleigh

- Build and maintain websites, using scripting languages, content creation tools, management tools, and digital media
- Identify problems uncovered by testing or customer feedback, and correct problems
- Renew domain name registrations and email addresses