

Miranda Leigh Pellegrino

Lead Narrative Designer | Gameplay Systems & Interactive Storytelling | Scriptwriting

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SUMMARY

Lead Narrative Designer, shaping narrative vision under production constraints. Combines creative direction with systems thinking to align story and gameplay, delivering engaging and scalable player experiences. Background in education strengthens communication, adaptability, leadership, and delivery under pressure.

EXPERIENCE

Lead Narrative Designer (2025–Present), Nesting Games — Québec, QC

- Led narrative vision and implementation for a large-scale action RPG (*Directorate Novitiate*) and co-development project (*Project Phoenix*); shipped demo within scope and budget
- Delivered high-volume branching narrative content at accelerated production speed while maintaining quality
- Designed quests, dialogue, cinematics, barks/onos, and player-facing content
- Rewrote full quest regions, accelerating script lock through iterative design
- Rescoped the project across production phases, transitioning from full release to Early Access and a smaller budget
- Directed voice-over performance and narrative delivery, directed casting and actors' auditions
- Created storyboards; supported cinematics and contributed to trailers and marketing

Technical Narrative Designer (2023–2025), Nesting Games — Québec, QC

- Contributed to Directorate Novitiate (demo) development and release
- Designed and implemented quests, dialogue, cinematics, and barks
- Wrote high-volume dialogue, cinematic scripts, codex, and player-facing content
- Improved pipelines and cross-team workflows

Educator & Curriculum Designer (2013–2023)

- Designed and delivered structured content for diverse learners in high-demand environments
- Managed complex workloads, deadlines, and stakeholder needs simultaneously
- Built adaptive systems and communication strategies for varied audiences (including neurodivergent learners)
- Developed strong facilitation, feedback, and cross-functional collaboration skills

EDUCATION

Master of Art Education — UMass Dartmouth

BFA Visual Design — UMass Dartmouth

AS Multimedia & Web Design — New England Institute of Technology

CORE SKILLS

Narrative Systems • Quest Design • Branching Logic • Cinematics & Scriptwriting • Voice Direction • Player-Facing Content • Narrative Documentation • Production Pipelines • Cross-Disciplinary Collaboration • Player Behavior • Unreal Engine • Articy Jira • Confluence