

BROOKE BURGESS

Narrative Director · Lead Writer · AI Story Systems · Creative Strategist
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Whether I'm leading the narrative charge on console or mobile titles, architecting AI-driven storytelling systems, masterminding animated comic epics, or developing acclaimed original IP across multiple platforms? I pride myself on bringing some powerful ammunition to a storytelling gunfight.

CORE SKILLS

Narrative Design · Scriptwriting · AI Narrative & Storytelling Systems · Game Design · Talent Direction · Content Strategy
· Public Speaking · Transmedia Development · World Building · Copy Editing

AWARDS

- **Sundance Film Festival** — Audience Award Winner (Digital)
- **Canadian New Media Awards** — Producer of the Year
- **TELEFILM Canada** — Script Writing and New Media Winner (x3)

RECENT EXPERIENCE

NARRATIVE DIRECTOR @ PHILOSOPHER KING

Narrative direction for a VC-funded AI-driven storytelling studio building reactive NPCs with layered personalities, evolving memories, and dynamic relationships. Led scenario, cutscene, and branching story creation across an ambitious original IP and a AAA 'literary dystopian' property in development. Drove in-house story and character-building tool development in close collaboration with dev, art, and production teams — translating bleeding-edge AI capabilities into coherent, emotionally resonant interactive narrative. philosopherking.ai (Dec 2025 – July 2026)

LEAD WRITER @ AZRA GAMES (UNGODLY)

Delivered thousands of original lines honouring existing world bibles and in-house style guides for this 'AAA mobile' classic fantasy RPG. Narrative and quest design, lead and NPC dialogue, barks and banter, and a groundbreaking 'Affinity' system (where characters develop romantic attachments or fierce enmities over time) were among my primary contributions to this exciting title. ungodlygame.com (Dec 2024 – Sept 2025)

HEAD OF NARRATIVE @ NUCANON

Led and advised a remote team of devs and designers in shaping user experience, core features, and engagement flow for this groundbreaking collaborative platform — an AI-powered narrative design and lore management 'co-pilot' for writers and worldbuilders. nucanon.com (Nov 2023 – Feb 2025)

FOUNDER + GAME DIRECTOR @ SUPERBOO STUDIOS

Creator, game designer, director, producer, and narrative lead on a top-secret AA action-adventure with a global team. Built in UE5, this dark fantasy title delivers dynamic combat, mature art and themes, branching storylines, and high potential for IP expansion and transmedia exploration. superboo-studios.com (May 2023 – Current)

HEAD OF ENGAGEMENT + NARRATIVE DIRECTOR @ DEPHION

Hands-on management and creative direction for a diverse, international team of devs, artists, writers, QA, and behavioural scientists at an ambitious B2B health and wellness start-up. Led production, strategy, product voice, and user experience across linear video, animation, dialogue, AI wellness coaching, and product branding. (Dec 2020 – April 2023)

SELECTED WORKS (2010–2020)

- **High Concept + Narrative Design** | TBA Action | *Allods Team (Moscow)*
- **Lead Writer** | LINEAGE Action RPG | *This Game Studio / NC Soft*
- **Writer / Host** | Hex on the Beach (Pilot) | *Scripps Networks Interactive*
- **Writer / Producer** | Buddha & the S**t (3 seasons) | *Top-Rated Podcast*
- **Transmedia + Editorial Consultant** | Multiple Titles | *UBISOFT Paris*
- **Scriptwriter / Treatment / Marketing** | Double Kill | *Birchtree Films*
- **Narrative Lead** | Iron Maiden: Legacy of the Beast | *Roadhouse Interactive*
- **Lead Writer** | Trophy Bingo | *Roadhouse Interactive*
- **Narrative Director** | OZ: Broken Kingdom | *This Game Studio / NEXON*
- **Scriptwriter** | RISEN | *Telefilm + Saskfilm Screenplay Award*
- **Narrative Consultant** | Various Titles | *Wooga Games*
- **Lead Writer** | Club Penguin | *DISNEY Interactive*
- **Scriptwriter** | Dance of the White Tiger | *Optioned Screenplay*
- **Writer / Producer / Host** | The Pilgrimage | *The Travel Channel*
- **Writer** | It's Always Sunny in Philadelphia (The Game) | *East Side Games*
- **Writer / Producer** | The Cat's Maw (YA Novel + Audiobook) | *Audible + Amazon*
- **Writer + Transmedia Producer** | Milton's Secret | *Hulo Films + Eckhart Tolle*
- **Writer + Game Producer (Web)** | WAPOS BAY Online | *Hulo Films*

PRODUCER + WRITER + DIRECTOR @ BUDGET MONKS PRODUCTIONS

Founded this multi-award-winning Canadian new media company with a focus on developing original entertainment IP, while also offering ideation and production services to top industry clients across animation and transmedia.

- **Producer + Director** | Hellboy II Animated Shorts (x3) | *Universal*
- **Producer + Director** | I Am Legend Animated Shorts (x4) | *Warner*
- **Producer + Director** | BROKEN SAINTS Series DVD x4 | *FOX Home Video*
- **Screenwriter + Producer** | Multiple Project Grants | *Telefilm Canada*
- **Scriptwriter + Producer** | Illuminated (Pilot) | *Phong.com*

PRODUCER + WRITER + DIRECTOR @ ELECTRONIC ARTS CANADA

Narrative Design + Dialogue (SSX Tricky) · **Writing + Localization + ADR Direction** (Kessen) · **Original Concept + Game Design + Writing** (BOND 007 Racing) · **Producer + Game Design** (Beetle Adventure Racing, N64) · **Assistant Producer + Talent Direction** (NEED for SPEED x3)

IN DEVELOPMENT

Mind Dojo: AI-powered thinking-skills curriculum for children, designed with kid co-design at its core. Process-over-speed pedagogy, sensory-aware UX, and a long-form mentor relationship through a persistent-memory 'Sensei' character. Currently in prototype with Year-4 test group.

My Favourite Thing: a premium narrated 'moving picture book' for older children, with original score by award-winning composer Tobias Tinker. Painterly visual world written, directed and produced in-house. Release: June 2026.

FALLEN: Dark fantasy AA indie action-adventure (UE5) in development at Superboo Studios. Featured on [gamesindustry.biz](https://gamesindustry.biz/gamesindustry.biz/fallen-creator-brooke-burgess-on-the-struggle-to-get-game-funding-above-1-million): [gamesindustry.biz/fallen-creator-brooke-burgess-on-the-struggle-to-get-game-funding-above-1-million](https://gamesindustry.biz/gamesindustry.biz/fallen-creator-brooke-burgess-on-the-struggle-to-get-game-funding-above-1-million)

EDUCATION

Honours BA (Film + Journalism) — University of Windsor