



ICARUS IRVING

FREELANCE WRITER

THEY/THEM

I am a writer who specializes in interactive fiction, characters, dialogue, and low fantasy.

ACCOMPLISHMENTS

Witch's Shop - A Twine Game (2020)

- Wrote and developed a text-based game.
- Applied feedback from testers.

UBC Scholarship Award (November 2016)

- William and Nona Heaslip Scholarship Award
- \$45,000

REACH ME BY:

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SKILLS AND ABILITIES

- Written communication
- Spoken communication
- Organization
- Problem solving
- Collaboration

Languages

- English - ILR Level 5
- Mandarin Chinese - ILR Level 2
- French - ILR Level 2

CAREER HISTORY

FREELANCE WRITER

Self-Employed | November 2020 - Present

- Works under pressure with tight deadlines to deliver story-driven fiction pieces to clients.
- Acts as a consultant on plot, dialogue, and character development.

DEVELOPMENT SUPPORT

Keywords Studios, EA Canada | August 2020 - May 2021

- Assessed and improved gameplay mechanics.
- Wrote and followed Test Briefs, Quality Verification Briefs, and other various documentation throughout the project.
- Developed AAA shipped titles.

ACADEMIC BACKGROUND

UNIVERSITY OF BRITISH COLUMBIA

September 2015 - April 2020

- Major in English Literature
- Minor in Creative Writing
- Academic Average: 83%

OTHER PROJECTS

Vampire: The Masquerade - Game Master (2018-2021)

- Organized, planned, and facilitated weekly creative conflict resolution exercises via tabletop RPG sessions.
- Created, developed, and organized world building, character, and plots for an interactive audience.