

Bryan "Kirby" Lipardo



Contact

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Edinburgh, United
Kingdom / Tokyo, Japan

Skills

- Game Design
- Character Design
- Localisation
- QA Testing
- Story and Dialogue Writing
- Copywriting and Editing
- Screenwriting
- Game Engine Implementation
- Narrative Systems

Tools

- Twine
- Basic C#
- Basic Unity 2D/3D
- Yarn Spinner

Narrative Designer, Writer and QA Tester

WORK EXPERIENCE

Keywords Studios Tokyo 2024

Localisation QA Tester

- Documented and reported localisation and translation issues using JIRA.
- Conducted detail-oriented testing of game content to ensure cultural and linguistic consistency.
- Collaborated with clients, translators and QA teams to resolve issues in English, French, Spanish, etc.
- Provided documentation for localisation processes to increase efficiency
- Participated in prompt regression testing to verify fixes.

Café Echoes 2023

Student Project - Narrative Designer and Writer

- Authored the game's theme, plot and dialogues
- Collaborated with and directed voice actors
- Created documents and diagrams to depict design choices and dialogue branching

Office Trap 2022

Student Project - Narrative Designer and Writer

- Designed and wrote branching dialogue for a mystery narrative game
- Wrote the story flow and provided guidance for game engine implementation
- Defined game's world, designing characters, backstories and relationships
- Collaborated with artists and technical designers to create visuals to support content

Harajuku Kitchen 2022-2023

Japanese Bistro - Social Media, Event Assistant and Waiter

EDUCATION

Heriot-Watt University 2023

BSc Psychology (Honours)

University of Edinburgh 2019

MA English Literature & Philosophy (CoHE)

Writing Interactive Academy 2024

Game Narrative Workshop

SIDE PROJECTS

Stardust and Dragons

Writer for Speakeasy Productions

Stardust and Dragons is an ongoing podcast featuring rich worlds and characters spanning different arcs played with the Dungeons and Dragons 5e module.