**Leamon Tuttle Jr**

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**SUMMARY**

Professional game designer with 15 years of development experience. Contributed to multiple releases through writing, franchise development, mentoring, and tools-based design.

**EXPERIENCE**

MARCH 2019 – PRESENT

**PRINCIPAL LOREMASTER**, ZENIMAX ONLINE STUDIOS

A principal role that encompasses all the responsibilities of senior writer, as well as worldbuilding/lore development for a new IP. With a strong focus on cross-disciplinary communication, the loremaster serves as an advocate for narrative while also consulting with art, systems, marketing, and senior leadership to ensure world-building consistency.

APRIL 2015 – MARCH 2019

**WRITER-DESIGNER / SENIOR WRITER**, ZENIMAX ONLINE STUDIOS

Responsible for narrative design, editing, development of character dialogue, lore books, and quest content for *The Elder Scrolls Online* and an unannounced IP, as well as project management and inter-team coordination.

JANUARY 2013 – APRIL 2015

**CONTENT DESIGNER**, ZENIMAX ONLINE STUDIOS

Technical design position rooted in tool-based content development. Requires focus on player experience, challenge management, and the value of a tight and engaging narrative.

**SKILLS**

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| * Expert in writing for games with a solid command of narrative design principles and compelling character voice
 | * Significant experience broadening and curating fictional worlds
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| * Professional dexterity – capable of interfacing with multiple teams on multiple projects while maintaining focus on core deliverables
 | * Avid gamer with knowledge of industry trends and passion for the medium
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**EDUCATION**

2006 —2009

**BACHELOR OF ARTS – MEDIA ARTS AND ANIMATION**

The Art Institute of Phoenix

2001 – 2004

**BACHELOR OF ARTS – HISTORY AND PHILOSOPHY**

Salisbury University