

Clover Hogston

Senior Narrative Designer

CONTACT

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SKILLS

ENGINES

- Unreal Engine 5
- Unreal Engine 4
- Unity

SOFTWARE

- Writer Duet
- Sketchup
- Perforce
- Face FX
- Speech Graphics

INTERPERSONAL

- Conflict Resolution
- Cross Team Collaboration
- Mentoring

PRODUCTION

- Sprint Planning
- Goal Setting
- Cross Milestone Tracking

ADDITIONAL

- Writing
- Database Management

EDUCATION

The University of
Central Florida

2014 - 2015

M.S. Interactive Entertainment

The College of

Charleston

2009 - 2014

B.S. Psychology

Minor Women and Gender

Studies

EXPERIENCE

Respawn Entertainment

Star Wars FPS : Unreleased - **Sr. Narrative Systems Designer**

2022 - 2024

- Reimplemented proprietary Unreal Engine 4 narrative delivery systems and technology in Unreal Engine 5
- Defined sprint and milestone goals, and balanced scheduling and workload for the Narrative Design pod
- Communicated regularly with team and project leadership to ensure clarity and alignment across goals and expectations
- Wrote up all initial documentation for and implemented prototypes for all critical narrative systems
- Created a comprehensive tutorial series for proprietary content management and implementation systems

Jedi: Survivor - **Narrative Designer**

2019 - 2022

- Fully refactored the conversation system, modifying all functionality to work for individual NPCs instead of groups only
- Acted as primary owner, scripter, and designer of the conversation system, revising and adding features and functionality throughout production
- Worked closely with Tech Design to reduce manual database input in comparison to the previous project's workload
- Oversaw all aspects of the main narrative hub as primary vision holder and content creator, collaborating closely with Environment Art, Character Art, and Animation
- Designed, scripted, and implemented multiple side content systems including fishing and gardening

Jedi: Fallen Order - **Dialogue Designer**

2018 - 2019

- Scripted all systemic combat dialogue for 14 enemy archetypes and all systemic dialogue for the Hero
- Wrote and implemented over 6,500 combat barks and 100 ambient conversations
- Crafted 9 of 15 enemy personality archetypes used to write combatant dialogue
- Maintained the internal dialogue database of over 17,000 lines for clarity and rewrites
- Collaborated between Writing and Audio to prepare and export lines for recording sessions

inXile Entertainment

The Bard's Tale IV - **Junior Level Designer**

2017 - 2018

- Acted as product owner for all content, geometry, and gameplay for 6 of the game's dungeons as well as all hub towns
- Implemented 90% of all NPCs including NPC appearance, scripted functionality, and dialogue using custom built systems in Unreal Engine 4
- Worked closely with the lead writer to edit and rewrite dialogue, quests, and cutscenes for content and clarity
- Managed the tasking and scheduling of 3 developers to assist in the creation of NPCs, quest data, and dialogue

The Mage's Tale VR - **Junior Level Designer**

2016 - 2017

- Created 4 of the game's 10 levels from the ground up using modular kits and acted as product owner for 3 of the game's levels until release
- Designed, prototyped, and scripted complex interactivity between 30 puzzles, traps, and level features that were featured in multiple game levels
- Scripted, iterated on, and maintained all sequences, dialogue, level geometry, and level events associated with the tutorial as product owner

Panic Factory

Blackwood - **Technical Designer**

2015

- Acted as primary scripter for 22 interconnected prefabs and created a custom system to load and unload multiple levels at the same time