

Trina Guharoy

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Game & Narrative Designer and Interactive Content Creator

Passionate about interactive media design and projects. Experience in working for Scripted TV and Film Development across major studios such as TNT, TBS, HBO Max, and Sony Pictures Entertainment. Game and Narrative Designer with Level Design experience under the belt and expertise in story analysis. Proven track record of working with IP holders and creative teams to produce high quality content across different mediums. Currently working in Game and Narrative Designer roles to create interactive media. For a more in-depth look at all my experiences, visit my [LinkedIn](#).

Key Skills & Expertise

Executive Administration

Narrative & Quest Design

Level & Game Design

Javascript, C#, Visual Scripting

Google & Microsoft Suite

Adobe Creative Suite

Unreal Engine, Unity

Film & TV Development

Screenwriting

Experience

P[1] Games, Remote

Gamedev.js is an online community which hosts online competitions for game developers.

Lead Game & Narrative Designer

August 2024-Present

*Working with Team Harrier on Ignite project cycle to create 2.5D Platformer **Under The Bed***

- Responsible for writing narrative structure, dialogue, and designing, world-building, and dialogue
- Collaborating with programmers, UX designers, and artists to develop overall game environment and visual feel
- Prototyping levels with programmers in Unity Engine and giving feedback
- Ideating and creating game design and narrative document with second Lead Game Designer and working on features, game systems, and mechanics
- Responsible for drafting level design maps with second Lead Game Designer
- Responsible for updating, maintaining, and creating Game Design Documents for team

Moonlit Moss Studios, Remote

May 2024-Oct 2024

*A student-run Indie Game Development Studio founded through Indie Game Academy's Level 3 course, where we created 2D Unity game **When the Sun Sets** to pitch to publishers at the end of the 4- month course duration. We also created **Nocturnal Rush** for Indie Game Academy's game jam, as part of the 4-month course.*

Game & Narrative Designer

- Designed mechanics and narrative system for **Nocturnal Rush**, a 2D endless runner on Unity within 3 days
- Wrote cutscene and end-of-game lore bits for Nocturnal Rush
- Digitally prototyped management game feature for **When the Sun Sets** and carried out market research using VGI Insights to create marketing plan and analyze market trends
- Carried out playtest iteration cycles with team using Agile methodologies
- Wrote dialogue, dialogue barks, dialogue pools, narrative documents, quest design, and world-building lore for **When the Sun Sets**
- Collaborated with team to give feedback on visual, audio, and design elements of **When the Sun Sets**
- Implementing source control on **GitHub** and Ticketing on **Trello** to work with team
- Continuing to work with team to publish game on Steam, past Indie Game Academy's course.

Sony Pictures Entertainment, Los Angeles, CA

A major film and TV studio creating content for streaming, cable television, and broadcast.

Scripted Global Series & Programming Creative Development Assistant

September 2022-June 2023

Worked with the Scripted Global Series & Programming team to create television series and adaptations for international audiences.

- Supported EVP, VP and Director in administrative duties and scheduled international meetings and international travel
- Took detailed notes and provided feedback in creative meetings for Director, VP, and EVP for **20+** new and current series and formats in development and production such as ***My Life with the Walter Boys, Alex Rider***, and other unreleased titles ranging from graphic novels to game IP
- Attended and coordinated pitches and meetings with team members, Sony International's 13 production companies such as ***Curio, Bad Wolf, and Eleven Studios***, and other international and domestic studios/production companies
- Researched and created informative reports on domestic and international studios for executives and talent availabilities
- Maintained and updated talent, contacts, submission, internal writer/director grids, IP grids, and databases
- Coordinated schedules, production calendars, and meetings
- Provided feedback for writer/director/producer submissions such as outlines, pitch decks, books, rough cuts, and scripts, shorts, features, podcasts, and reels
- Researched and recommended new IP, projects, and talent and wrote end of week emails and created task lists for team
- Compiled and submitted expense sheets for executives using Concur
- Sent out weekly team emails and newsletters to international production companies and team

HBO Max, Warner Bros. Discovery, Los Angeles, CA

Now known as Max, a VOD subscription service with both international and domestic series.

International Originals Scripted Development Assistant

June 2022-September 2022

Worked with HBO Max's International Originals team to create TV series from existing IP and external for VOD streaming.

- Supported VP, Director, and Coordinator in coordinating schedules, production calendars and meetings
- Maintained and updated talent, contacts, and IP grids
- Worked with Director to evaluate submissions for Spanish language television shows
- Provided specific feedback for new and current series in development such as ***Starstruck, I Hate Suzie, The Tourist***, and other undisclosed **DC IP**
- Provided creative feedback for **10+** new and current series in development
- Attended pitches and external meetings with team members to evaluate content for marketability
- Researched and recommend new IP, projects, and talent
- Took comprehensive notes in creative meetings and provided creative feedback
- Provided feedback for new submissions
- Carried out ad-hoc administrative duties such as rolling calls, managing interns, and submitting expense sheets

TNT/TBS/TrueTV, Warner Bros. Discovery, Los Angeles, CA

An American cable TV channel for both scripted and unscripted programming.

Scripted TV Development Intern

June 2021-December 2021

- Supported assistants and executives to ensure development of future and potential scripted projects like ***Animal Kingdom, Chad, SnowPiercer, Miracle Workers***, etc.
- Wrote **25+** coverages on incoming material like rough cuts, scripts, podcasts, novels, and outlines
- Organized incoming material and learned to prepare negotiation requests
- Prepared and updated production tracking documents, calendars, and grids
- Carried out executive administration duties for Co-head, SVP, and EVP such as scheduling meetings, taking meeting notes, EOD and EOW team emails, and rolled calls

- Researched and presented new IP to heads of network
- Carried out ad-hoc assistant duties such as liaising with external companies, rolling calls, taking meeting notes, and providing creative feedback for writers

Channel News Asia, MediaCorp, Singapore

MediaCorp is Singapore's largest content creator and national media network, operating a suite of TV channels, radio stations, and multiple digital platforms.

Current Affairs Intern

June 2019-August 2019

Channel News Asia (CNA) is a Singapore-based news network delivering coverage of regional and global issues.

- Supervised script for Singapore's 54th National Day Broadcast and managed on-set equipment as grip
- Co-wrote storyboard with director and researched content and sources for in-depth articles
- Presented research on e-waste and cybersecurity to team
- Researched topics such as cyber-security and environmental e-waste for digital articles
- PA'd on-set for all 3 shoots for Singapore's 54th Bicentennial National Day videos, synced footage
- Assisted with Production logistics for all shoots

Grey Group Advertising, Singapore

Grey Group Singapore is a leading advertising agency creating innovative campaigns in the Asia-Pacific region.

Creative Copywriter Intern

June 2018-July 2018

- Developed and storyboarded advertising campaigns for Singapore Airlines, Nutella, Ferrero Rocher, Gillette Razors, and Vitagen.
- Edited and wrote copy for video adverts such as Ferrero Rocher and storyboarded for other video adverts.
- Wrote copy with the Creative Director and Art Director to be presented to clients
- Wrote weekly newsletters for Pringles with Account Manager
- Edited and wrote content for HSBC's investment site
- Helped design and blueprint an interactive treasure-hunt bot called "Nutella Bot" for Facebook Messenger

Earlier Experiences

BURN LATER STUDIOS	Film Development Assistant	March 2022-June 2022
GOAT SHOW LA	Associate Producer	March 2022-June 2023
BUTV	Co-Producer	April 2019-May 2021
BU ADLAB	Copywriter	September 2020-May 2021
PANTHEON MEDIA	Development & Production Intern	August 2017-August 2018

Education

B.S. Film & TV, and Advertising Double Major – *Boston University, College of Communications* May 2022

Key Courses: TV Executive Management and Producing, Screenwriting, Graphic Design, Adapting Comics to TV, Intermediate Cinematography

Professional Development

Advanced Game Writing with Adam Dolin - <i>ELVTR (Certificate, upcoming)</i>	November 2024
Game Design for Writers – <i>The Narrative Department (Certificate, in progress)</i>	November 2024
Game Design for Unreal Engine 5 with Cameron Williams – <i>ELVTR (Certificate, in progress)</i>	October 2024
Foundations of Game Design – <i>USC, School of Cinematic Arts Summer Program (Grade 75/75)</i>	June 2024
Unity Game Development Level 1, 2, 3- <i>Indie Game Academy (Certificates)</i>	May 2024, July 2024, October 2024
Writing for Games Masterclass 1 & 2 – <i>The Narrative Department (Certificate)</i>	August 2023, January 2024
Game Design Essentials (Level Design and Game Design) – <i>CG Spectrum (Certificate)</i>	September 2023
Story Analysis for Film & Television – <i>UCLA Extension (Certificate)</i>	August 2023

Additional Languages

Native English, Fluent Spanish