

Daniel James McMahon

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Words for screen, page, and stage

Skills

- Writing and editing prose fiction, screenplay, dialogue and copytext
- Designing narrative for game structure and mechanics
- Collaborating with design, art and code on all team sizes, indie to AAA
- Researching history, reference material and genre to ensure authenticity
- Directing stories from concept through development to completion

Games

RUMU (*Robot House/Hammerfall Publishing, released December 2017*)

A tale of love, loss and effective home management.

- **Winner for Interactive Media – 2018 Australian Writer’s Guild AWGIE Award**
- Wrote a feature-length game script based on existing prototypes
- Worked with design on mission structure and art on environmental storytelling

Forza Horizon 5 (*Playground Games/Microsoft, releasing November 2021*)

Open-world racing across Mexico.

Forza Horizon 4 (*Playground Games/Microsoft, released October 2018*)

Open-world racing across the United Kingdom.

(+ Fortune Island DLC)

(+ LEGO: Speed Champions DLC)

(+ Unannounced DLC)

Forza Horizon 3 (*Playground Games/Microsoft, released September 2016*)

Open-world racing across the Australian continent.

(+ Blizzard Mountain DLC)

(+ Hot Wheels DLC)

- Wrote concept cinematic scripts including game and character introductions
- Wrote dialogue for all festival characters, race types and world events
- Wrote for new characters as well as returning franchise favourites, including multiple radio DJs and real music industry personalities
- Worked remotely with regular consultation via Skype

Forza Street (*Electric Square/Turn 10, released April 2019*)

Free-to-play racing with an episodic story.

- Reworked existing narrative and characters into a new story treatment
- Wrote three full seasons of content (3 episodes/ 4 parts per episode/ 6 races per part/ 2-4 cutscenes per race)

Gods Unchained (*Immutable Games, open beta since July 2019*)

Free-to-play TCG backed by blockchain technology.

- Wrote in-game VO for god, champion and legendary cards
- Wrote art descriptions for expansion cards and in-house marketing copy

Botworld Adventure (*Featherweight Games, early access January 2020*)

Mobile RPG with bot building and battling, Pokémon-style.

- Developed world, characters and lore for an existing game build
- Wrote tutorial sequences, story treatments and quest scripts for all zones 1-4 (ongoing)

Blood & Truth (*Sony London Studios, released May 2019*)

Action blockbuster London crime caper for VR.

- Wrote scenes to an existing outline and provided combat barks
- Consulted on full game script, character voice and dramaturgy

Objects In Space (*Flat Earth Games, released June 2018*)

Modempunk stealth space-trading in a hard sci-fi universe.

- Wrote 15 standalone stories as one contributor to a writing team

Clockwork (*Gamesoft, released October 2016*)

Time-bending puzzle platforming adventure story.

- Developed narrative and characters from existing art assets and wrote cutscene scripts

Campus Quest (*2and2, released February 2015*)

Educational browser game, introducing students to university life and culture.

- Wrote a complete game script featuring a simple and forgiving conversation mechanic

Mad Max (*KMM/Avalanche/WB Games, released September 2015*)

Post-apocalyptic open world action based on *Mad Max: Fury Road*.

- Reviewed story material developed by director George Miller and Avalanche Studios
- Worked with screenwriter Nico Lathouris and early drafts of unproduced films

Majestic Nights (*Epiphany Games, released October 2014*)

Isometric adventure-action set in the 1980s amid conspiracies, neon and bad hair.

- Wrote prose short story treatments to an existing outline
- Worked with Unity and in-house editing tools to build complex branching conversations

Malice (*Intuitive Game Studios, unreleased*)

Episodic adventure series, equal parts police procedural and psychological thriller.

- Developed story outlines, designed conversation mechanics and wrote episode scripts

Hired Gun (*Quest's End Games, unreleased*)

Roguelike with procedural narrative, set in the Old West.

- Developed setting, theme, narrative, characters, mechanics and mission structure

- Worked with design and code to develop a procedural narrative system, attaching attributes to characters and stories to be recombined using fuzzy pattern-matching

Crime Plays (*Dog Money World, released January 2013*)

Narrative-driven multiplayer ARG for iOS systems.

- Developed storytelling mechanics and wrote outlines, characters, missions and artefacts

Whore Of The Orient (*KMM/WB Games, unreleased*)

Spiritual successor to *L.A. Noire* set in Shanghai, 1936.

- Researched setting extensively using secondary sources and newspaper archives
- Redesigned *L.A. Noire*'s conversation mechanics in collaboration with design team
- Wrote draft scripts for early prototypes and directed motion capture sessions
- Conducted a research trip to Hong Kong and Shanghai in November 2011

L.A. Noire (*Team Bondi/Rockstar Games, released May 2011*)

Interactive detective adventure set in Los Angeles circa 1947.

- **Nominated for Best Story - BAFTA Awards 2012**
- **Nominated for Outstanding Story - Interactive Achievement Awards 2012**
- Wrote scenes and dialogue for review by writer-director Brendan McNamara
- Wrote in-game artefacts, UI text, story and character documentation
- Collaborated with code on localisation, subtitling and script parsing
- Directed actors on-set in Culver City and played the part of William Purdy

Other Media

Atlass In Wonderland (*Atlassian/The Enigma Room, August 2018*)

Mass escape room for Atlassian's 2018 Big Bash.

- Wrote the story and script for an online narrative campaign and live theatrical experience
- Directed actors during the Sydney staging of the game (for an audience of ~800)

2021: A G.P. Odyssey (*Medical Director/VANDAL Studio, March 2017*)

Immersive VR experience to promote the Helix clinical management platform.

- Wrote the script and voiceover for a 3-minute VR product demo
- Consulted on-set with actors and director

Against The Tide (*Think+Do Tank, unreleased*)

Interactive audio-drama and art installation for mobile devices.

- Consulted with producers, actors and playwrights on game design, storytelling and structure
- Wrote the script for one of a number of planned episodes

Script Consulting (*Plastic Wax, 3rd Sense, Spirit Animal and others, ongoing*)

Freelance story consulting and script punch-up.

- Wrote story treatments, dialogue and trailer scripts for multiple unannounced projects

Writing on Spec

See estragonsboot.com for original fiction and screenplays.

Education

Master of Arts – Creative Writing (USyd, 2014)

Areas of Study

- **Poetry** – composition, analysis, language, poetic form and versification
- **Fiction** – prose style, creative theory, character, story structure, children’s fiction
- **Screenwriting** – narrative & cognitive theory, scene & act structure, adaptation

Bachelor of Arts – English Literature and Philosophy (USyd, 2007)

Areas of Study

- **English** – Postmodernism, Fantasy Literature, Shakespeare, English Drama Restoration to Modern
- **Philosophy/History** – Philosophy of Law/Art/Psychiatry/Language, Ethics, Classical Mythology, Ancient Egypt and Rome, Medieval Europe, Russian and French Revolutions, American Civil War

References

Dr. Judith Beveridge

Award-winning poet and lecturer, University of Sydney
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Alex Carlyle

Project Manager, Wargaming.net and Director, Intuitive Game Studios
Former lead designer at Team Bondi/KMM Games/Former AIE Sydney head design teacher
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Timothy Dylan Lee

Television writer and script editor
Former script assistant at Team Bondi
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