Kevin Foley

Creative Writing, Journalism, and Editing

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Mission Statement

A writer that believes strong character design is the foundation to every good story and conflict. Consistent and competent in all forms of writing and knows industry standards for information design.

Personal Traits and Competencies

Organized and strong multi-tasker that is adaptive to changing needs in the workplace. Attentive to detail, but able to meet deadlines. Comfortable with leading or being a team player. Always a clear and prompt communicator.

Writing Skills

Creative:
- Full-length story arcs
- Short stories
- Character design
- World building and lore
- Name coining and descriptions
- Script writing

Informative:
- Community and development blog updates
- Feature articles
- Narrative analysis and critique
- Research methods, process documentation, and report write-up
- Proposals and queries
- Information design
- Professional correspondence
- Script notes, summaries and development guidelines

Software Skills

Proficiencies:
- Microsoft Office Suite
- Google Cloud Services
- Final Draft, Celtx
- Twinery
- Wordpress, Wix, SquareSpace
- Adobe Indesign & Photoshop
- Planoly Social Media Manager
- UX Pin

Fundamentals:
- Agile Dev. - Rally, JIRA
- Unreal Engine 4.21
- HTML
- Adobe Premiere
- MySQL

Education

Georgia State University Perimeter College (2011 - 2014)
Kennesaw State University (2015 - 2017)

Bachelor degree in English and Professional Communications with a concentration in New Media Writing. Focused on collaborative writing, journalism for online media, technical writing, and narrative design. Also learned design principles and graphic design.

Accomplishments and Experience

- Featured Community Blogger on Destructoid (July, Aug, & Oct 2019) - Wrote opinions, reviews, and news articles that pertain to the video game industry.
- Tester for the Halo Insider Program - Discovered client crashes, graphic/animation problems, ui/input problems, and general bugs, then provided technical documentation to validate and reproduce the issues.
- Event Organizer and Promoter (KSU 2017) - Worked on a team to organize a used textbook donation drive.
- Dreamhack Atlanta 2019 Crew Member (Site Ops.) - Helped set up for the event, troubleshoot technical problems, provide assistance to other teams, and mitigate any other problems that affected attendees.
- Best Short Story in the KSU Creative Writing Workshop (2017) - "Every Day is a Dream"
- Community Manager for Disciples of Gaming (Nov 2011- Mar 2013) - Managed membership activity, submitted membership growth forecasts, promoted events, and trained new staff on management, recruitment, and leadership practices.
- Freelance Tutor and Technical Editor for International Students (2019) - Helped students write according to American institutional standards and helped with content writing.