

Kailani Marrero

Bellevue, WA

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I write characters, stories, and worlds that are memorable and evoke a wide range of emotions upon engagement. My work on *Destiny 2* has not only helped close out major character arcs of fan-favorite characters but also resulted in a brand new villain for fans to raise their swords against.

My multiple years of experience on a AAA live service title has equipped me with the ability to be a flexible and effective problem solver. I have a deep appreciation for detailed documentation, facilitating healthy partnerships across teams, and pushing for kindness and understanding in all situations. I am a spirited addition to any team.

Bungie

- Attuned to the demanding cadence and quality bar set by a live service environment
- Partnered with Design, Cinematics, and Audio daily to maintain industry standard
- Developed lasting documentation that was utilized across the studio
- Contributed to the volunteer efforts and internal events put forth by the company

Narrative Designer / Associate Narrative Designer

Jan 2022 - July 2024

- Narratively owned the creation of 'Nezarec' and raid content for '*Destiny 2: Lightfall*'
 - Collaboratively crafted emotionally driven moments for fan-favorite characters
 - Utilized industry standard tools to consistently create various scripts and prose
 - Shipped yearly expansions including the critically acclaimed '*Destiny 2: The Final Shape*'
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Game Titles

The Edge of Fate • Episode: Revenant • The Final Shape • Lightfall

Education, MFA (2021) & BFA (2015) in Creative Writing from *Full Sail University*

Tools, Final Draft, Microsoft Suite (Word, Excel, PowerPoint, etc.), Miro, ShotGrid, Jira, proprietary world-building tools (Grognok)