

Noa Segal

Game Writer & Narrative Designer

📍 Brooklyn, New York | ✉ segaln17@gmail.com | 🌐 <https://noasegal.cargo.site/>

Summary

Narrative designer, game writer, historian, and project manager for digital games, interactive fiction, TTRPGs, and immersive theatrical puzzles.

Experience

TITHE: a Folk Horror Dating Sim

January 2024 - present

Narrative Designer, Producer, Writer, Researcher, Programmer

🌐 <https://segaln17.itch.io/tithe>

Dating sim utilizing experimental audio design to explore a town on the verge of being consumed by the woods. Wrote, researched for, and designed the fey romanceable character and radio broadcasts. Demo launched on itch.io in May 2024.

NYU Game Center

September 2024 - present

Teaching Assistant

Brooklyn, NY

Graded student academic work for "Introduction to Game Studies" and co-taught recitation.

Mantaofu by 11W Studio

October 2024

Localization Writer

Wrote and edited the English localization for the forthcoming demo of *Mantaofu*, a turn-based RPG using a circular, pinball-esque battlefield.

Freelance; Hex & Company

September 2017 - present

Narrative Designer, Writer, and Game Master

New York, NY and virtual

Wrote and facilitated homebrew campaigns using *D&D 5e*, *Troika*, and *Powered by the Apocalypse* systems. Designed narrative systems, NPC interactions, and flexible gameplay mechanics, and managed groups of 6-7 players.

Shakespeare & Co.

August 2022 - September 2024

Bookseller

New York, NY

Recommended books to customers, organized and curated inventory. Reviewed advanced copies of books for publishers.

Selected Projects

Lethe

September 2024 - October 2024

Narrative Designer, Writer, Programmer

🌐 <https://segaln17.itch.io/lethe>

Text adventure game about exploring and recovering memories of a lost loved one in a magical realist museum installation, developed in Inform 7.

Rainbow Capitalism Lotus Eaters

November 2024 - December 2024

Writer, Narrative Designer, Artist

🌐 <https://segaln17.itch.io/rainbow-capitalism-lotus-eaters>

Psychedelic point-and-click game with horror elements about trying to save your ex-girlfriend from a sinister music festival. Made in Unity.

Dark Forest

November 2022

Writer, Narrative Designer

🌐 <https://segaln17.itch.io/dark-forest>

Branching-choice horror game following a child facing an unfathomable monster at a mountain resort, built in Twine, developed solo.

Publications

"The Long Commute," published in *Games for a Rainy Day*

April 2024

TXTbooks

Solo journaling TTRPG written to be played on public transit and published as part of the *Games For A Rainy Day* collection in April 2024.

Skills and Tools

Dramatic Writing and Longform Fiction Writing

Unity/C#

Inform 7

Project Management

Yarn Spinner, Ink, Twine

Rapid Prototyping

Education

New York University, Tisch School of the Arts

August 2023 - present

Game Design

Master's of Fine Arts

4.0 GPA

Oberlin College

August 2017 - May 2021

History and Creative Writing

Bachelor of Arts, High Honors in History

Interests

Folklore and fairytale horror, bugs, Victorian London history, drama, Shakespeare, environmental storytelling, city as character, dialogue design