

Braeden Clements

GAME DESIGNER & WRITER



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PROFESSIONAL EXPERIENCE

Rough Magic Games - Senior Technical Writer

CHICAGO, ILLINOIS SEP 2023 - CURRENT

- Acted as Lead Writer, Producer, and Designer for Two Published Tabletop Roleplaying Supplements
- Acted as an Additional Content Writer for another two Tabletop Roleplaying Projects - one of which with a proprietary system
- Coordinated between Artists, Manufacturers, and Distributors to ensure Product Success
- Pitched and Led on a Project which became Successfully backed on Kickstarter & ran DEMOs at Gary-Con
- Represented the Company as a Panelist at over Five Different Conventions across the Midwest

Freelance Contractor - Game Master

CHICAGO, ILLINOIS AUG 2021 - CURRENT

- Coordinated and Facilitated Public Tabletop Roleplaying Game Events at Conventions, Bars, Coffeeshops, and more
- Contracted for Bi-Monthly & Weekly Private Game Events Located in the Homes of Clients
- Responsible for Custom Designed Content and Storytelling hand crafted for each individual Client.
- Participated in over Sixty combined Public and Private Tabletop Roleplaying Game Events in 2025.

The Chicago Tabletop Gaming Association (CTGA) - Advisory Board Member

CHICAGO, ILLINOIS OCT 2025 - CURRENT

- Worked collaboratively in a large nonprofit caucus setting to develop & create community centric events and initiatives
- Provided feedback, expertise, and support regarding locally held events and industry convention presences
- Participated and assisted in the Facilitation of Charities and Fundraisers throughout the Chicagoland Area

PROFICIENCIES

TOOLS

- Google & Microsoft Suites
- Adobe Creative Suite
- Unity Version 4/5
- Unreal Engine 5
- Godot & Gamedev Studio
- Maya & Blender (Modeling)
- Github & Perforce (P4)

HARD SKILLS

- Playtesting & QA Testing
- Prototyping & Iteration
- Leadership and Producing
- Content Writing & Storytelling
- 'Skill' & Systems Design

SPECIALTIES

- Ability / Skill / Class Design
- UI/UX Lead Writing and Design

EDUCATION

B.S. | Game Design | 2019-2024

DEPAUL UNIVERSITY CHICAGO

REFERENCES

CHRISTIAN STOKES

CEO OF ROUGH MAGIC GAMES LLC.
(312)-871-9605

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TY CLEMENTS

SOFTWARE ENGINEER AT ROBLOX
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CREDITED PROJECT WORK

Asynchronicity: Travelers Through Time - Writer & Designer

'DRIVETHRURPG - POCKETQUEST' MARCH 2026 - MAY 2026 13K WORDS

- Independently designed, wrote, playtested, laidout, and produced a tabletop roleplaying game within two months
- Followed preestablished thematic requirements in creating an aesthetically sound & tonally consistent product
- Currently listed on DriveThruRPG as a five star rated product with solely positive reviews & commentary

Untitled 5e Project (In Current Development) - Lead Technical Writer & Designer

'INVOKER CUSTOM CLASS' OCTOBER 2025 - CURRENT 7K WORDS

- Acted as sole designer and writer for a custom Dungeons & Dragons 5th Edition 'Invoker' Class and 3 Subclasses
- Adhered to foundational terminology & setting lore in the development of mechanics, implementing feedback swiftly
- Iterated multiple versions of the class, ultimately seeking a mechanical foundation based in pseudo-spellcasting

Rough Magic Games - Senior Technical Writer & Designer

'ROUGH MAGIC SUBCLASS COMPENDIUM' OCTOBER 2025 - CURRENT 9.5K WORDS

- Acted as sole designer and writer for 26 custom Dungeons & Dragons 5th Edition Subclasses (2 for each Class)
- Coordinated across a producer & an artist to properly convey necessary visual requisites to accompany written word
- Ensured compliancy with Dungeons & Dragons 5th Edition (OGL) Third Party content restrictions

Wayfinder: The Roleplaying Game - Contributing Quest Writer

'AFTER LIFE' APRIL 2026 - MAY 2026 6K WORDS

- Created a setting agnostic adventure which utilized the proprietary 'Exploration Dice' & map making mechanics
- Worked briskly on an expedited timeline to meet publishing deadlines without compromising quality or quantity
- Designed 'In-Quest' tables helpful for expediting gameplay & quickly improvising story related encounters

Foxwing Games x Rough Magic Games - Lead Writer & Designer

'DUNGEON SCRATCHERS' MAY 2025 - CURRENT 6K WORDS

- Directed all design and writing elements of the project, only taking superceding direction from the Producer
- Created a system agnostic supplemental product which bridges elements of digital hosting & analog production
- Communicated across two publishing companies & a production distributor to meet deadlines & quotas

Godvein | Quest Chest & Core Rulebook - Contributing Lore & Quest Writer

'RED VEIN - THE TRIALS OF THE TOWERING CRIMSON' MAY 2024 - JAN 2025 5.1K WORDS

- Acted as a contributing writer to many of the core facets belonging to Godvein including system mechanics & lore
- Designed, Wrote, and Playtested a themed adventure which could be slotted into a larger campaign with ease
- Adapted the previously mentioned adventure to utilize many of the affordances available with a 'Quest Chest'

Rough Magic Games - Interning Technical Writer & Editor

'WHAT LIES ABOVE // BELOW' SEP 2023 - MAR 2024 2.2K WORDS

- Managed and Organized Central Adventure Manuscript - Consolodating Mutiple Assets into one Document
- Coordinated edits & additions to the Centralized Manuscript; held final responsibilities for Layout & Editing
- Assisted in producing a convention wide adventure which contained 6 individual quests & over 50 tables.