



Murray Lewis

Narrative Designer & Writer

Hi! I'm Murray, and I've been writing and designing games for over a decade. My work often makes people laugh (sometimes on purpose).

Besides humour, I also specialise in naturalistic dialogue, neurodiverse character representation, and working cross-discipline to tell great stories.

I've worked on all kinds of games, with both original concepts and major IPs like Alan Wake, Gears of War, and the Wizarding World. In fact, I've never met a project I couldn't get excited about!

Get in touch

Email

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Phone

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Website / Portfolio

murraylewis.co.uk

Education

2008–2012

BSc Interactive Game Design (1st)
University of Gloucestershire

Skills

- Writing
- Narrative Design
- Unreal • Unity • Twine • Ink
- Cross-Discipline Collaboration
- Terrible Puns
- Obscure Trivia

Reference

Epic Games

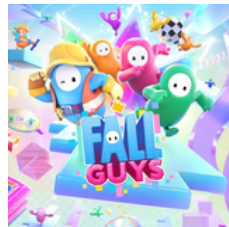
employmentverification@epicgames.com

Credits

Senior Writer (2022–23)

Mediatonic / Epic Games • PC & console

Fall Guys



- Led narrative development through Seasons 1–4
- Worked cross-discipline to create story-driven live events in-game, in trailers, and on social media
- Defined and documented the world of Fall Guys, creating the foundation for telling new stories in the same universe
- Wrote names and descriptions for 1000s of in-game items

Senior Writer (2017–23)

Mediatonic / Spiral House / Irregular Corporation • PC & console

PC Building Simulator (series)



- Brought the PCBS world to life with surreal humour, memorable characters, and outlandish emails
- Wrote approx. 250,000 words across two main releases and two expansion packs
- Crafted procedural systems to generate random jobs
- Designed PCBS: MOS Edition — a retro-styled text adventure minigame built in Twine

Writer (2018–20)

Mediatonic / Irregular Corporation • PC & console

Murder By Numbers



- Worked closely with the Game Lead to co-create the world and characters
- Plotted all four of the game's murder mystery cases
- Co-wrote every case script, from cutscenes to conversations — including branching dialogue
- Implemented the logic flow of each case in-editor

Even More Credits

- **Flush Your Friends** (2023)
- **Alan Wake: Flashback** (2023)
- **Gears POP!** (2018)
- **Fable Fortune** (2015–18)
- **YAHTZEE® With Buddies** (2017)
- **Fantastic Beasts: Cases from the Wizarding World** (2016)