

Anders R. Mattson
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Experience

Localization Editor II – Kabam LA, Los Angeles, CA March 2021 - Present

- Rewrite raw translations into compelling text and dialogue for mobile, PC, and console games.
- Serve as a point of contact for various teams to address localization and writing-related questions.
- Undergo Localization QA tests to ensure in-game text and VO are free of grammatical or cultural issues.

Writer / Copy Editor – Upper Deck Entertainment, Carlsbad, CA August 2019 - March 2021

- Led the story development and provided narrative feedback for tabletop and competitive card games.
- Transmuted game mechanics into legible rules for the popular VS2PCG and Legendary games.
- Wrote creative copy for Marvel, Disney, and James Bond trading cards, including original stories.

Managing Editor – Manitou Messenger, Northfield, MN September 2015 - May 2019

- Managed section editors, mentored writers, and oversaw the marketing team.
- Wrote weekly articles, including investigative pieces and media critiques.

Executive Editor – The Quarry, Northfield, MN May 2017 - May 2019

- Led the design and curation of an undergraduate literary and fine arts magazine.
- Organized events that celebrated student art at St. Olaf College.

Workshop & Outreach Coordinator – 1888 Center, Orange, CA June 2018 - August 2018

- Networked with creative experts to develop programming for this literary non-profit.
- Drafted a contract for instructor correspondence with the center.
- Managed a live podcast finale of a year-long roadshow that celebrated the craft of writing.

Relevant Freelance / Independent Work

Tomte Trouble – Next Day Games December 2022

- Independently released a game designed for the Game Boy Color.
- Was the sole game designer, pixel artist, and story writer.
- Developed using GB Studio and Aseprite. Promo materials made with Adobe Premiere and Photoshop.

Dragon Quest XI: Echoes of an Elusive Age HG101 Review – Writer May 2021

- A review published on the long-running gaming site in honor of *Dragon Quest's* 35th anniversary.

Body Rebellion – Writer / Designer March 2020 - April 2020

- A surreal horror game that explores the relationship between anxiety and hygiene.
- Selected as a “Host’s Choice Winner” in the 2020 Scream Machine Game Jam.
- Art assets created in Adobe Photoshop and Aseprite, developed in the Twine engine.

Education

St. Olaf College, Northfield, MN September 2015 - May 2019

Bachelor's Degree in English & Philosophy, Film Studies Concentration

Technical Tools

Adobe InDesign, Adobe Photoshop, Adobe Premiere, Confluence, Final Draft, Jira, MemoQ, Office, Trello, Twine