

Deborah Chantson

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Selected Experience

Freelance Writer/Producer – television, interactive digital media, games 2007 – present
Vancouver | New York | Los Angeles | San Francisco | Montreal | Toronto

- [Writers Guild of Canada member](#)
- [Certified Accessible Player Experience Practitioner](#)
- Background in writing, narrative design, and creative concept development for games and digital media – specializing in formulating multiplatform content strategies for television (e.g. television episodes, online-only videos, website, games, mobile apps – particularly children’s)
- Roles in numerous productions spanning from children’s television to adult comedy to documentary in TV development/production as writer, director, associate producer, researcher, script coordinator
- Clients have included DHX WildBrain (*The Snoopy Show*), Huminah Huminah Animation, Talk to the Hand Puppets, Phantom Compass, Tobo, Apartment 11 Productions, Rezolution Pictures, marbledmedia, Corus Entertainment, eOne Entertainment and Inner City Films
- *Dreampacker*, original stop-motion animated short with Anibal Davila, was produced with a \$20,000 grant from Bravo!FACT, and screened at several film festivals worldwide, including Toronto International Film Festival Kids and Canadian Film Centre Worldwide Short Film Festival
- US / Canadian Citizen

Writer/Narrative Designer 2020 – present
Sticky Brain Studios | Toronto, Canada

- *Rooster* is a beautiful point-and-click adventure game currently in fully-funded production
- Contributed significantly to two successful funding applications securing ~\$1.7 million
- *Loopy Laundry - Tiny & Tall* (game), Little Engine Moving Pictures, TVO Kids
- Unannounced project in development

Co-Head Writer 2023
Bimi Boo Kids | Remote/Los Angeles

- Unannounced animated preschool series – 26 episodes
- Managed, edited work of, and script coordinated for 10 writers

Community Manager 2014 – 2022
Vector Unit | San Rafael, California

- *Beach Buggy Racing 2: Island Adventure* + *Hot Wheels™ Booster Pack* DLC (Steam PC, Xbox, PlayStation, Switch)
- *Beach Buggy Racing 2* (50 million+ mobile user accounts)
- *Riptide GP: Renegade*, *Beach Buggy Racing* and *Riptide GP2*

Writer / Community Manager 2012 – 2013
Minority Media (now Meta4) | Montreal, Canada

- Community Manager for *Papo & Yo* on the PlayStation Network®
- Unannounced titles: developed IP, wrote storylines, treatments, synopses, character descriptions, possible levels, narrative arcs and dialogue
- Contributed significantly to two successful funding applications securing just under \$1,000,000

Speaking Engagements

Speaker, Webinar – [Asian Games ... Without Martial Arts](#) 2023
Pixelles Montréal in partnership with WB Games Montréal, WB Discovery Access

- How to ideate nuanced Asian characters and layer cultural character traits into mechanics.

Publications

- [GameDeveloper](#) “What I Learned About Community Management for Indies While On the Job For *Papo & Yo*”, front-page feature blog
- [Game Developer Magazine](#), *Papo & Yo* postmortem cover feature (co-writer)
- [PlayStation Blog](#), “The Music Stylings of *Papo & Yo*, Soundtrack and Sale on PSN Tomorrow”
- [PlayStation Blog](#), “In *Papo & Yo*, Graffiti is Part of the Experience”