

COLE BARRIOS

Glendale, CA | [Email](#) | [Phone](#) | [Portfolio Website](#)

PROFESSIONAL EXPERIENCE

DISNEY LIVE ENTERTAINMENT

January 2025 - June 2025

Experience Writer - Intern

- Led the narrative design for multiple high-profile, interactive live entertainment projects (e.g., *H2O Glow*, *GoofyCore Hall*), driving audience flow and experience across Walt Disney World Resort.
- Crafted an extensive array of story materials, including high concepts, pitch decks, show scripts, voiceovers, treatments, operational dialogue, press copy, and event summaries.
- Proofread and self-edited drafted materials, ensuring accuracy and consistency across deliverables.
- Leveraged Spanish fluency to develop and translate multilingual, multicultural scripts and story treatments.
- Printed out pictures of cats and hid them all around the office.

CITY OF GLENDALE, CA

September 2024 - January 2025

Administrative Assistant

- Supported City Executives through calendar maintenance, new hire onboarding, and travel coordination.
- Organized and planned 8 official city events, coordinating between staff, volunteers, venues, and suppliers.
- Designed and created digital communications materials for public outreach using Adobe Creative Cloud.
- Made and posted an extensive portfolio of cat memes on City Socials.

ELECTRONIC ARTS

June 2023 - September 2023

Live Content Designer - Intern

- Conducted detailed lore and theme research, covering stories and events within the football fandom to create relevant, engaging narrative content for Live Service *Madden Ultimate Team* missions.
- Coordinated with over 8 multidisciplinary teams throughout EA's production pipeline to develop content.
- Developed 15+ hours of playable content under tight deadlines, yielding high player engagement metrics.
- Collaborated using JIRA and Perforce to create, organize, and deliver designs in an Agile work environment.
- Spent an inordinate amount of time in Zoom meetings staring at team members' cats.

TECHTOY STUDIO

September 2022 - May 2023

Narrative Designer & Game Writer

- Led the direction and implementation of all storytelling components for a VR City-Builder.
- Owned the writing, design, and implementation of character-guided New User Experience.
- Designed the core narrative components, including 45 scripted events, 3 character treatments, 12 building descriptions, world documentation and nomenclature, and over 300 voice lines.
- Made various references to cats, most of which were reluctantly edited out upon discovery by leadership.

SKILLS

- Screenwriting (Final Draft, MS Word)
- Game Design (Unreal, SQL, Unity, Google Drive)
- Production & Communication (JIRA, Perforce)
- SAK Improvisational Comedy Training
- Narrative Design & Prototyping (Twine, Ink)
- Audio & Video Production (AVID, Premiere Pro)
- Spanish fluency (DELE B1 Certified)
- Written, Verbal, & Digital Communication

EDUCATION

University of Southern California

Bachelor of Arts in Creative Writing, Minor in Narrative Design & Screenwriting

Los Angeles, California

May 2024