

Marianne Krawczyk

Lecturer and Video Game Writer at Loyola Marymount University

Los Angeles, CA, US

Marianne Krawczyk is a screenwriter and video game writer.

Biography

Marianne Krawczyk is a renowned game writer who has won numerous awards for her pioneering work in the creation of game worlds, stories and characters.

At Sony Santa Monica, she served as lead writer on all of the major God of War releases and has also been very involved in the overall franchise, consulting on various content including novels and comics. She was nominated for WGA awards for God of War 3 and God of War: Ascension, and she won the BAFTA award for her character and story work on God of War 2.

Marianne has also worked extensively with Ubisoft, THQ and Activision on other major franchises like Skylanders, Driver, Far Cry and Prince of Persia, the latter of which garnered another WGA award nomination. She served as the lead writer on Klei Entertainment's Shank and Shank 2, and she collaborated with J.J. Abrams and Roberto Orci on the 2013 video game tie-in to the Star Trek film franchise. In addition to her work in games, she has written exclusive content for Amazon Prime, as well as the upcoming feature, Applesed Alpha, directed by Shinji Aramaki.

Marianne is the lead writer on the upcoming release of one of 2014's most highly anticipated titles, Hinterland Games' The Long Dark

Industry Expertise

Animation, Computer Gaming, Education/Learning, Entertainment, Leisure / Recreation, Writing and Editing

Areas of Expertise

Game Writing, Writing for Animation , Screenwriting, Computer Programming, Creative Writing

Affiliations

UCLA

Education

Loyola Marymount University

M.F.A. Screen Writing

Accomplishments

BAFTA Game Award for Best Story and Character

She won a BAFTA Game Award for Best Story and Character due to her writing work on God of War II (2007).

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