
MATT CLICK

Writer. Editor.

Game Designer.

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Pacific Northwest-based freelance writer, editor, and game designer with nearly a decade of professional experience in video games and tabletop games. Detail-oriented, deadline-driven, and community-focused.

SKILLS

- Vast experience with writing, editing, layout, project management, and publishing
 - Self-published more than a dozen RPG products
 - Comfortable working with technical writing, game mechanics, and rules text
 - Focused on community and inclusivity
 - Well versed in Chicago Manual of Style
 - Practiced in optimizing localized text for English audiences
 - Expert with Microsoft Office application suite
 - Proficient with Adobe Creative Suite
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NOTABLE POSITIONS

Absolute Tabletop / Managing Editor

SEPTEMBER 2015 - NOW | MORIARTY, NM

I co-founded this independent tabletop RPG publisher, and have since done writing, editing, and layout on more than a dozen books. I have successfully crowdfunded RPG supplements and organized a small tabletop gaming convention in my hometown of Tacoma, WA.

Microsoft Studios / Editor

APRIL 2013 - NOVEMBER 2013 | REDMOND, WA

I oversaw conceptualization, writing, proofreading, and quality control processes under tight deadlines on high-profile Xbox One launch titles.

FREELANCE

Wizards of the Coast / Editing

JANUARY 2018 - NOW | RENTON WA

I edit and proofread adventure products for the *Dungeons & Dragons* Roleplaying Game.

Fantasy Flight Games / Proofreading

APRIL 2010 - NOW | ROSEVILLE, MN

I edit and proofread manuals and asset text for board games, card games, roleplaying games, and digital content.

EDUCATION

Pacific Lutheran University / Bachelor of Arts, English

2006 - 2010 | TACOMA, WA