

VICTOR FUSTÉ | Writer, Narrative Designer & Story Artist

CONTACT



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www.victorfuste.com

[LinkedIn](#)

SKILLS

- 15+ years in video games, animation, comics, and VFX
- Scriptwriting + Editing
- Character Development + World Building
- Storyboards
- Mentorship + Communication
- Native Spanish Speaker
- Cross-disciplinary collaboration

SOFTWARE

- Final Draft
- Photoshop (and Krita)
- Miro
- Storyboard Pro
- Unreal 5
- The fun stuff (Confluence, Jira, Microsoft Office + Google Suite)

EDUCATION

- NYU Tisch School of the Arts. MA in Cinema Studies
- Stanford University. BA in English, BA in Film & Media Studies
- Oxford University. English Lit Directed Study
- Animation Mentor Certificate in Character Animation

OTHER TIDBITS

- Interned at Marvel Comics and Pressman Film
- Dad joke connoisseur

EXPERIENCE

Writer - Studio MDHR

May 2025 - January 2026

Writer on unannounced game for studio that created *Cuphead*.

- Responsible for defining character and lore in new IP.
- Collaborated with game director, gameplay design lead and art director to solve narrative considerations within evolving gameplay prototypes.
- Cross-team collaboration with concept and character artists to develop environments rich with storytelling opportunity.
- Created character beat boards for departmental presentations.

Narrative Designer & Writer - Firewalk Studios

December 2019 - November 2024

Narrative designer and writer on Sony's AAA *Concord*.

- Lead narrative efforts across 12 playable maps at launch and 3 post-launch maps for competitive PvP FPS, collaborating with concept artists, level designers, and environment artists.
- Wrote VO scripts for 8 of 16 playable characters at launch, including casting materials, combat barks, and in-game dialog.
- Provided narrative oversight in recording sessions with actors.
- In coordination with IP, legal, and progression teams, helped name 1000+ variants, outfits, accessories and weapons according to defined IP guidelines.
- Developed IP documentation for world-building.
- Created storyboards for cinematic vignettes in partnership with cinematic director and animation director.

Storyboard Artist & Writer - Freelance

June 2015 - Present

Clients included: Steamroller Animation, Titmouse Animation, Run Studios, Fable Studios, Strange & Wonderful, Color Creative, Amazon, Microsoft, Shutterfly, Fatherly, and Zerply.

- IP development, treatment writing, script writing, and content strategy for animation clients
- Storyboard artist on animation, commercial, and VR projects.
- Conducted published interviews with industry leaders, creators and filmmakers.

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STATEMENT

As writer, narrative designer, and story artist with over 15 years of experience across various industries - including video games, feature film animation, TV animation, comics, and commercial VFX - I strive to balance broad expertise with an unwavering sense of collaboration on every project.

My goal is to help teams across disciplines create lasting, impactful stories filled with memorable characters and unique worlds - all with a keen eye on the production realities of scope and schedules. I love encouraging out of the box thinking and finding solutions that revel in the unexpected, thriving in that intersection of weird and practical.

EXPERIENCE

Author

- *Wonder City*, YA graphic novel (Insight Editions) (2022)
- *TS Hullabaloo*, YA graphic novel (Andrews McMeel) (2025)

Training & Artistic Development Specialist - PDI/DreamWorks Animation

December 2011 - June 2015

Studio trainer focusing on artist skill development and technical training across the releases of 8 feature films.

- Drove Artistic Development classes and workshops for 600+ employees, interfaced with all levels of production and artistic leadership
- Trained and managed 30+ interns across various departments, providing mentorship and independent projects.
- Produced [dozens](#) of cross-site guest speaker presentations with Glendale studio.
- Led writers groups in development of scripts and short film projects within the studio.
- Tailored training classes to artists' specific needs in conjunction with partners in HR, production management, artistic leadership and dept. heads.
- Taught regular classes on DreamWorks' proprietary Animation Software (Premo).
- Established relationships with local educational, tech and artistic companies to find new ways to educate and inspire DreamWorks artists and staff.
- Shaped international training procedures through our relationship with DWA's India and Shanghai based studios.

Production Coordinator (Layout Dept.) - PDI/ DreamWorks Animation

September 2010 - December 2011

- Managed production schedules for 32 Layout/Previs artists on the films *Megamind* and *Madagascar 3*, tracking progress using proprietary tools and Excel.
- Scheduled artistic leadership meetings, reviews, and sequence launches with Story, Art, Animation, Modeling, & Lighting.
- Contributed to brainstorming with Previs artists for sequence and story pitches; organized live-action reference shoots with film directors and producers.