



My name is Ariel Park, and I am majoring in Entertainment Arts and Engineering at the University of Utah. I am pursuing the art side of the program so I can continue to become a game artist when I graduate. I hope to one day start up my own game company and make my own games. I also want to provide my talents as a writer to create fun storylines and character development stories for any games I work on in the future, as well as my own.

I worked on Crowstone as the chief story writer, and it certainly aided in my career pursuits by giving me some real hands-on experience. I feel that working on this game helped me to become a better game writer as well as gave me some valuable insight on what it actually takes to put a game together. I am thrilled that I got to be a part of the great team that put Crowstone together, and I would happily work with them again on another game if asked. It was a privilege to make such a fantastic game and to work with such amazing people.