

Monica Gribouski

Senior Producer, Narrative Designer, & Writer with a decade of digital product creation & storytelling, and a technical background.

PROJECTS

[Demonic Kiss](#)

Visual Novel, 2026
Writer, 50k+ words

[Perfect Deathmatch](#)

Visual Novel, 2025
Director & Writer, 80k+ words

[Board Member & Game Director](#), Be Epic Inc

Director of immersive theater events & LARPs. Manages nonprofit finances, organizes writing staffs of ~20 for ~60 player games.

Directed:

- [Sky & Soil](#), 2024
- [Divine Intervention](#), 2017-2022
- Pocket Monsters: The Hunted, 2018
- Ballad, 2017
- [Lacuna Cathect](#), 2016

[Allies](#)

Novelette, 2023,
Published in Hexagon Magazine

TOOLS

- Yarnspinner, Twine
- Excel, Airtable
- Git, Github
- Figma, Canva
- JIRA, Asana, Notion

EDUCATION

Boston University, 2013
Computer Science, BA
cum laude

EXPERIENCE

Producer (Contract), iam8Bit – Petal Runner

March 2026 – Present

- Established processes, tools + meeting rituals to get team to milestones in the year before launch.

Creator Growth Manager, Dorian

August 2024 – August 2025

- Trained, edited, & coordinated a stable of top creators earning up to \$10k/month each on their mobile visual novels.
- Ran acquisition & pipeline management for new creators, bringing hundreds of creators to the platform via events + outreach
- Coordinated with dev team on product features, advocating for & prioritizing user needs

Senior Producer & Narrative Lead, One More Multiverse

April 2022 – April 2024

Writing / Narrative Design

- Hired, wrote, & edited for a writer's room of 6 to output over 250k words of player-tested scene scripts. Designed & tested narrative format, co-wrote style guide, & coached writers for quality & consistency.
- Designed narrative delivery systems to integrate gameplay with story
- Designed format for & wrote item text, in-game character bios, text-message-style narrative rewards, and more

Production

- Coordinated development of an unreleased mobile romance game in Unity, and two online tabletop adaptations (D&D Ruleset for OMM VTT, and [Yazeba's Online](#)) for a platform with 20k peak DAU and a 40k member community Discord.
- Designed asset management pipeline alongside art & engineering, tracked work from outsourced art company
- Coordinated 6-month prototyping & pre-prod phase, including weekly prototypes, to pivot company from web tabletop games to a mobile romance game

Senior Product Manager, Accenture

May 2017 – April 2022

- Collaborated with clients & empowered teams of developers & designers to build great web & mobile products. Worked in education, fitness wearables, medical devices, & more.

Software Engineer, EnelX

June 2013 – April 2017

- Designed and built web and mobile apps to manage US electrical grid energy efficiency in Javascript and Python.