

David Gürçay-Morris

Content Designer—Writer—Editor

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PROFESSIONAL SUMMARY

Innovating Narrative Design, Elevating User Experience, and Transforming Content into Engagement

Dynamic content creator and experienced design professional blending extensive expertise in physical space storytelling with cutting-edge content design and editorial precision. Develops seamless user journeys through collaborative problem-solving and insightful narrative strategies, enhancing both user engagement and accessibility. Translates complex ideas into clear, impactful content, combining global perspectives with a deep understanding of audience needs. Recognized for fostering creative solutions that merge innovation, practicality, and cultural awareness, ensuring user-centered outcomes.

CORE COMPETENCIES

*Content Writing & Editing | User Experience (UX) Strategy | Information Architecture | Cross-Functional Collaboration
Visual and Interaction Design | International & Cross-Cultural Sensitivity | Content Development & Style Guides
Narrative Design for Engagement | Editorial Quality Assurance*

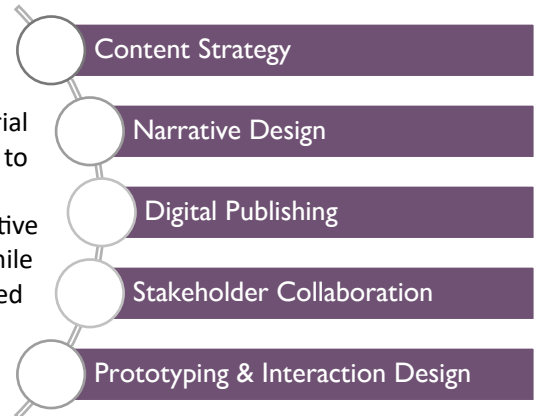
PROFESSIONAL EXPERIENCE

Self-Employed, Remote, 2023–Present

Freelance Copy Editor, Line Editor, and Proofreader

Collaborates with authors and creative teams to enhance the clarity, quality, and coherence of written content for fiction, games, and digital media.

- Delivered in-depth line and copy edits for *How Prince Quisborne the Feckless Shook His Title*, a text-based parser game. Created a detailed editorial style sheet for the tutorial section of this 200K-word project, contributing to its recognition as a top 10 international competition winner.
- Partnered with a team of editors to refine *The Maze Gallery*, an interactive fiction game by 25 writers. Focused on maintaining authorial voices while ensuring stylistic consistency, enhancing gameplay through polished language, and improving user comprehension.
- Edited chapters of the urban fantasy novel *October Girl* and romantic comedy novella *The Tea Wars*, preparing them for publication on digital platforms like Kindle Direct Publishing (KDP).



Pro Bono Project: Our Mayberry, Vashon Island, WA, 2020

UX Designer

Redesigned website architecture and user flows to improve accessibility and engagement for a community-focused platform connecting local businesses, charities, and residents.

- Reorganized site structure for clarity, renamed navigation elements, and delivered a fully clickable prototype to enhance user experience and demonstrate revisions.
- Synthesized information architecture, visual design, and interaction workflows for the PayBerry progressive mobile app, streamlining consumer interactions and encouraging local business support.
- Presented actionable design recommendations that were successfully integrated into the live website, driving increased usability and local engagement.

Williams College Museum of Art, Williamstown, MA, 2017–2021

Freelance Exhibition Designer

Collaborated with museum curators and conservators to create immersive exhibitions that guided visitor flow and delivered compelling visual narratives.

- Designed interactive layouts and wayfinding strategies for exhibitions, including a showcase of Japanese print art connecting historical and contemporary visual media.
- Developed cost-effective display solutions and worked closely with construction teams to ensure precision in the fabrication of cases, walls, and signage.
- Key exhibitions survived the challenges of COVID-19 closures due to their innovative storytelling and engagement-focused design.

Williams College, Williamstown, MA, 2007–2022

Professor of Theatre and Department Chair

Led academic programs in theater design, mentoring students and advancing experimental approaches to storytelling through physical and digital media.

- Achieved tenure and was promoted to Department Chair, managing departmental operations, budgets, and strategic planning initiatives, while writing and editing operational documents for the department and college.
- Mentored students through hands-on design projects. Provided constructive criticism and editorial suggestions for their creative and scholarly work, including Honors theses.
- Designed and delivered a course on “Worldbuilding” that students praised as a challenging and transformative academic experience.

EARLY CAREER

Freelance Set Designer for Theater and Opera

Web Designer, Content Designer, and Editor

“David has designed scenery for four of my shows, always showing great flexibility in his creative approach to each individual project as well as admirable dedication to seeing his work through to the finish. While his design work is visually stunning, it never tries to upstage the show. Instead, he strives to work with his collaborators to create the best work overall, not just the flashiest design.”

—Kristin M., Artistic Director of HERE, NYC

EDUCATION & CERTIFICATIONS

University of Washington–Seattle, **Master of Fine Arts in Set Design**

Williams College, **Bachelor of Arts in Theatre & Studio Art**

University of Washington Extension, **Certificate in Editing**

General Assembly, **User Experience (UX) Design Immersive**

Editorial & Writing Skills: Line Editing, Copy Editing, Proofreading, Style Guides (*Chicago Manual of Style*, AP Style), Digital Tools (Microsoft Word, Google Docs, Acrobat), CMS (WordPress, Semplice)

UX & Design Tools: Prototyping (Figma, Sketch, InVision, XD), UX Design Tools (Optimal Workshop, Miro, Mural, Draw.io), Interaction & Visual Design (Photoshop, Illustrator, InDesign), Data Visualization (Tableau, ggplot2)

Technical Proficiencies: HTML Markup, basic CSS Coding, familiarity with Python, C, R, Lua, and GitHub, CMS Development and Maintenance

Languages: English (Fluent), Spanish (Intermediate), French (Basic), Beginner knowledge of Turkish and Japanese

AWARDS & RECOGNITION

Princess Grace Theatre Fellowship, Fabergé Theatre Award | 2005–2006

Citation for Public Service, Rhode Island Supreme Court | 2007

Recognized by the New York Times and The New Yorker in “Top 10 Shows” lists for multiple productions