

Raymond Vermeulen

Game Writer/Narrative Designer

+44 (0) 759 980 3254
raymond.vermeulen@gmail.com
<http://raymondv.xyz>

EXPERIENCE

Narrative Designer

Genjoy, a Scopely Studio

Sept. 2020

Present
Seville, Spain

- Mobile story game #1 (NDA), original IP. Writer's room on a large dev team.
 - Conceptual/practical development of storyline, character, setting, etc.
 - Writing dialogue, descriptions, UI texts, and documentation
 - Developing new narrative systems
- Mobile story game #2 (NDA), established IP. Worked alongside a lead writer.
 - Writing dialogue, story branches, choices, and monetization options
 - Implementing content in Unity
 - Managing art asset pipeline

Lecturer: Game Scriptwriting

University of East London

Sept. 2019

Present
London, UK

- Deliver lectures for BA in Game Design course. Design lesson plans; supervise students; lead writing workshops.
- Serve as primary instructor for undergraduate modules, topics include:
 - Screen writing, prose writing
 - Narrative design, quest design, collaborative writing
 - Twine, Ink, Ren'Py, Inform7
 - Fiction and non-fiction games
 - Rapid prototyping
 - Design for board-, card-, and role-playing games
 - Design for pervasive/location-based games

Lead Games Curator / Experience Designer

Platform

July 2019

Dec. 2019
London, UK

SKILLS

- Twine, Ink, Ren'Py, Inform 7
- Familiar with Unity, C#
- Familiar with Git, Agile/Scrum
- Narrative design, systems design
- Screen writing, prose writing, interactive fiction, collaborative writing
- Editing, copy writing
- +15 years experience as a TTRPG DM
- Stage fencing, combat choreography
- Native fluency in English and Dutch

PROJECTS

Void of Memory (2019): Alternative controller game. Writing, narrative design. Shown at EGX Rezzed 2019 and A MAZE Berlin 2019.

With Feeling! (2018): Tabletop RPG. Systems design, writing.

Zand Erover (2018): VR installation. Systems/level design, implementation.

EDUCATION

MA Independent Games and Playable Experience Design

Goldsmiths, University of London, 2018
Design, production, and critical analysis of digital, tabletop, and physical games; focus on game writing and narrative design.

MSc Creative Writing

University of Edinburgh, 2017
Writing, editing, and critical analysis of fiction (IF, graphic novels)

BA Liberal Arts and Sciences

Utrecht University, 2016