

STORY! SPECIALIST



RÉMY VAN DEN WIJNGAART

Hi there, my name is Rémy. Thanks for checking out my resume!

As a narrative designer, I'm fluent in all facets of storytelling. Building worlds, creating vivid characters, writing intriguing dialogue, and implementing it all in-engine - I work the entire narrative pipeline from start to finish. My experience runs the gamut from original concepts to well-known IPs such as Agatha Christie's Hercule Poirot.

I do plenty more, though, and if there's an element of the work I'm not experienced with, I'll be eager to master it. I dedicate myself to my job and see things through all the way.

Bottomline: Hire me, and you'll hire a guy who is passionate about his work and will adapt to anything you throw at him. Let's have a chat!

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EXPERIENCE HIGHLIGHTS

NARRATIVE DESIGNER // WRITER

OUTPLAY ENTERTAINMENT

2015 - PRESENT

Games:

- Unannounced 2023 game
- Mystery Match Village (incl. Death on the Nile)
- Mystery Match
- Booty Quest
- Alien Creeps TD

NARRATIVE DESIGNER // (COPY)WRITER // CONSULTANT

FREELANCE

2011 - PRESENT

Clients:

- Outplay Entertainment
- Keesing Games / Zigiz
- Amsterdam University of the Arts
- Cultural Oil (indirect clients: NBC Universal, Blackberry, Vodafone)

LECTURER

HKU (UNIVERSITY OF THE ARTS UTRECHT)

2014 - PRESENT

I teach a set of game-related courses called Game Analysis, where students look at how games deliver immersive experiences and how they can employ those techniques for their own projects.

References and a full CV are available upon request!

OTHER SKILLS

Immersive gameplay design centered around fun and tied to a solid narrative. Technical experience includes game engines such as Unity and Creation Kit, an essential understanding of object-oriented programming, etc.

GAME/QUEST DESIGN

Professional texts that grab attention, convey the right message, and persuade the reader. Everything from in-game dialogue to short and long copy.

CREATIVE COPYWRITING

I work very well in a team. I might not be a programmer or artist, but I can think and speak like one, allowing me to translate ideas across departments.

COMMUNICATION

EDUCATION

BA : DESIGN FOR VIRTUAL THEATRE AND GAMES

HKU (UNIVERSITY OF THE ARTS UTRECHT)

2006 - 2010

Subjects included game design, level design, interface design, drama, writing, business administration, etc.

INDEPENDENT COURSES

COURSERA

- Gamification (University of Pennsylvania)
- Human-Computer Interaction Design (Stanford University)
- Crafting an Effective Writer (Mt. San Jacinto College)
- Social Psychology (Wesleyan University)