

# NICK WITSEL

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## EXPERIENCE

6/1/2014 TO 3/3/2017 Wispfire - Herald *Utrecht, Netherlands*

### MARKETEER AND NARRATIVE DESIGNER

Currently working on Herald, a choice-driven adventure about a voyage on colonial tides. Released on the 22<sup>nd</sup> of March, 2017 on Steam. Awarded 4/5 Stars by The Guardian.

- Narrative Design
- Writing
- PR & Marketing
- Freelance, Part time

2/1/2017 TO 2/14/2017 YipYip - Flow *Rotterdam, The Netherlands*

### SCENARIO WRITER

Wrote and designed interactive scenarios for an applied game project about autism.

- Creative Writing
- Narrative Design
- Freelance, Part time

3/1/2016 TO 6/1/2016 Stichting Lezen & Schrijven *Utrecht, Netherlands*

### GAME DESIGNER AND PRODUCER

Lead a serious game project about illiteracy. More info about it can be found [here](#).

- Game Design
- Production Scheduling
- Freelance, Part time

2/2/2014 TO 8/1/2014 The Passenger *Hilversum, Netherlands*

### NARRATIVE DESIGNER

An interactive fiction I designed and wrote for my graduation project.

- Writing
- Narrative Design
- Scripting

2/2/2014 TO 8/1/2014 Vogelsap - The Flock *Hilversum, Netherlands*

### PRODUCER

Worked part-time as producer on the asymmetrical multiplayer game 'The Flock'

- Scrum Master
- Part-time
- Facilitate team communication

1/14/2013 TO 5/20/2013 Abbey Games - Reus *Utrecht, Netherlands*

### GAME DESIGN INTERN

Worked on Reus, a 2D God Game in which you take control of nature through the hands of mighty giants. Released in 2013 for PC, Mac and Linux.

- Tutorial Design
- Game Design
- Achievements

4/1/2012 TO 6/1/2012 Team Bluebird - Blue and You *Hilversum, Netherlands*

## **NARRATIVE DESIGNER**

Designed and wrote Blue and You, an interactive rhyming adventure for ages three and up.

- Creative Direction
- Narrative Design
- Project Management

## **EDUCATION**

9/1/2010 TO 7/10/2014

University of the Arts Utrecht

*Utrecht, Netherlands*

### **BACHELOR IN GAME DESIGN AND DEVELOPMENT**

Graduated with distinction