

HARALD HAGEN

Writer & Narrative Designer

www.haraldthehagen.com | mail@haraldthehagen.com
linkedin.com/in/haraldhagen | London, United Kingdom

SUMMARY

Writer with 4+ years of professional experience designing stories, characters, and worlds for video games. Specialises in creating narrative content, including storylines branched in meaningful ways, characters grounded with history and personality, and prose that balances brevity with clarity. Skillset combines an education in game development, training in fiction writing, and an enduring passion for games.

RELEVANT EXPERIENCE

Freelance Writing | Nov 2013–Present

The Stillness of the Wind | Lambic Studios | May 2018–Jul 2018
Edited narrative content for plot, style, clarity, and characterisation.
Enhanced emotional and thematic threads in the prose and dialogue.
Supported localisation with detailed notes and by tracking queries.

Unannounced RPG | New Archon Industries | May 2017–Jul 2018
Wrote 2 diverged storylines exploring ideas of connection/inspiration.
Characterised 3 civilisations in 25-word descriptions of 150 POIs.

Labyrinth of Orius | independent developer | Dec 2016–Apr 2017
Conceived and compressed the world's lore and the backstories of 8 playable characters into forty 250-word prose fragments.

MarZ Rising | doorfortyfour | Oct 2016–Dec 2016
Expanded story content (incl. NPCs & dialogue) to 3 times its size.
Adapted the cast of NPCs to express opposing player objectives.

Tempest Citadel | Aartform Games | Aug 2015–Sep 2016
Developed the game's fictional history, factions, and story arcs.
Aligned major story beats to mesh with the player's skill progression.
Created mission monologues and lore texts that colour and inform.

Isleron: The Rending | Dark Worlds Ent. | May 2015–Aug 2015
Grew existing design briefs into a 24,000-word story bible.
Iterated on the character-driven story with the IP holder's feedback.
Created an efficient teaser trailer script for use in marketing.

Kenshi | Lo-Fi Games | Sep 2014–Apr 2015
Produced dialogue equipped with personality/role/relation modifiers.
Utilised an in-house editor to pair NPC lines with behaviours.

NEO Scavenger | Blue Bottle Games | Apr 2014–Jun 2014
Wrote 26,000 words of prose for 2 critical encounters, incl. ending.
Supplied 300+ storyline nodes with conjoining player choices.
Collaborated with the lead/IP holder on plot doctoring efforts.

EDUCATION

BFA in Interactive Design & Game Development

Savannah College of Art and Design
June 2011
Graduated *summa cum laude*.
Concentration in storytelling.

SKILLS

Writing: prose, world-building, dev bibles, scriptwriting, dialogue, environmental storytelling

Software: Twine, Visio, Word, Excel, PowerPoint, OpenOffice, Screenwriter, Illustrator, Photoshop

Languages: English (native), Indonesian (bilingual), Japanese (basic)