

HARALD HAGEN

Writer & Narrative Designer

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SUMMARY

Freelance Storyteller with 6+ years of professional experience designing interactive stories. Highly skilled in gameplay-driven narrative, emotionally grounded characters, and impactful prose that balances brevity with clarity. Formally educated in game development, trained in fiction writing, and passionate about games.

RELEVANT EXPERIENCE

2020 Lead Writer | Game of Thrones: Tale of Crows | iOS, tvOS, MacOS | **That Silly Studio**

-2019 Wrote 50,000+ words of concise, emotive prose across 100+ branching multi-part threads.
Researched, adapted, and expanded content from a deep, well-established fantasy IP.
Designed encounters to meaningfully bend to player choice while respecting scope.

2018 Writer | The Stillness of the Wind | Nintendo Switch, PC, iOS | **Lambic Studios**

Reworked narrative content, focusing on plot cohesion, clarity of voice, and stylistic consistency.
Enhanced emotional and thematic threads in the prose and dialogue.
Supported localisation with annotations on the text and by tracking the loc team's queries.

2017 Writer/Narrative Designer | Eternity Convergence | *in dev* | **New Archon Industries**

Wrote 2 diverged storylines exploring ideas of connection and inspiration in a science-fiction setting.
Employed succinct descriptions of 150 key locations to characterise 3 fictional civilisations.

2016 Writer/Editor | MarZ: Tactical Base Defense | PC | **doorfortyfour**

Grew the game's story content, including number of NPCs & dialogue, to 3 times its initial size.
Adapted the cast of characters to embody and express opposing player objectives.

2015 Writer | Tempest Citadel | PC | **Aartform Games**

Developed the game's vibrant lore, character factions, and story arcs.
Aligned major story beats with the player's skill progression.
Composed mission monologues and lore texts that colour the setting and inform the player.

2014 Writer | Kenshi | PC | **Lo-Fi Games**

Produced preliminary dialogue branched with personality, role, and relation modifiers.

Writer | NEO Scavenger | PC, Linux, Android, iOS | **Blue Bottle Games**

Wrote 26,000 words of prose for 2 critical story encounters with 300+ nodes.
Assisted the lead designer in strengthening the overall plotline.

EDUCATION & SKILLS

2011 BFA in Interactive Design & Game Development | Savannah College of Art and Design
Graduated *summa cum laude*, with a concentration in storytelling.

Writing | Prose, World-Building, Dev Bibles, Scriptwriting, Dialogue, Ambient Storytelling

Software | Twine, Visio, Word, Excel, PowerPoint, OpenOffice, Screenwriter/Celtx

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