

# 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)