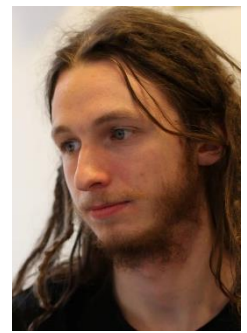


Bjarke Alexander Larsen

Writer, Designer, Programmer.

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Born 21st June 1993.



Game developer and writer working with text and play.

I have written seriously since 2012, where I wrote a book for [NaNoWriMo](#). Since then, I have written a book and a half, a multitude of short stories, poems, pieces and other oddjobs of writing.

I have studied media technology and games and learned the technical aspects of game development, programming, and interaction design, giving me a unique blend of skills for interactive storytelling.

Experience

- 2017-Now Programmer, Unity Developer.
Point Voucher
- Sole programmer on “Tal Ordentligt”, a casual mobile game for the phone-company Call Me, as well as helping on a share of other projects for Point Voucher.
- 2016 Intern, Design.
Oubliette Entertainments Ltd. (as 9th semester on MSc) in London
- Helped create [FRAMED](#), a live-streamed Escape Room for Alibi, UKTV. Researched props and constructed puzzles.
 - Helped create [RETHINKERS](#), an ARG for recruitment for Dyson. Created a Twine-based puzzle.
 - Helped create an Escape-room-in-a-box experience, from concept to prototype.
- 2016 Intern, Writing.
Refactored Games
- Helped design and write story for missions.
 - Wrote barks, ambient dialogue, short interactions.

Projects

- 2015 Creator
Eravola
- Interactive fiction game. Awarded a “Runner-up” position in the WAG (Write-a-game)-challenge.
- 2015-2016 Writer, Designer, Programmer
THINQ Game Production
- Game production with 6 friends in and outside schoolwork.
- 2014 Writer, Designer
Terra Nostra
- Game production with 30 students during 5th semester on the BSc.

Publications

- 2016 *“The Narrative Quality of Game Mechanics”*. ICIDS 2016, Springer.
Exploring how game mechanics can tell stories.
- 2015 *“The Moody Mask Model”*. ICIDS 2015, Springer.
Exploring a social simulation driven by personality masks.

Education and Courses

- 2015-2017 (Current) MSc in Medialogy with a Games Specialisation
Aalborg University Copenhagen
- A continuation of the BSc. Here I focused on storytelling in interactive media, esp. video games, Environmental Storytelling, Interactive Storytelling, and, with my thesis, the Narrative Quality of Games and Play.
- 2012-2015 BSc in Medialogy
Aalborg University Copenhagen
- A project-based education on interactive digital media technology, where I learned:
 - Programming in C#, C++, Processing, ActionScript.
 - Interactive Narrative structures and design.
 - Interaction design, HCI, and perception and cognition of media.
 - Digital signal processing (audio and video).
 - Screen media, cinematic techniques, and dramaturgy.
- 2015 Arvon Course in Experimental Writing

Skills

Excellent working knowledge of Unity3D and C#.

Good experience with narrative structure and pacing.

Working experience with branching, interactive narratives, through Twine and Unity.

Applied knowledge of game design methods and theories.

Practical knowledge of game development workflows and pipelines, including tools such as Git, Sourcetree, Jira, Slack, etc.

Great working knowledge of project and group work, time management, and deadline driven production.

Experienced with agile development practices.

Experienced with experiment design and UX.

Good experience with prototyping and iterative design.

Excellent problem solving and debugging skills.

Good experience giving and receiving feedback, especially on creative writing.

Basic knowledge of game development tools such as Maya, Photoshop, and Wwise.

Fluent in Danish and English. Knowledge of French from high school.

Other

Have dreadlocks and [wrote 1865 words about why](#).

Experience with sound engineering from music and theatre productions.

Find more of my work at <http://www.bjarke.it/aboutme/>