

# Bjarke Alexander Larsen

Writer, Programmer, Designer.

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Born 21<sup>st</sup> June 1993.

Game developer and writer working with text and play.

I make games and study their narratives academically, learning both the technical aspects of game development and how stories are told within interaction.

I do creative writing (short stories, poetry, and long-form), and programming (Unity, C#, Python)

These separate skills give me a unique blend of abilities for interactive storytelling.

See what I do at <http://www.bjarke.it/aboutme/>

## Experience

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- 2020-Now    PhD Student in Computational Media, at UC Santa Cruz
- Working in the Interaction Dynamics Lab under Elin Carstensdottir. On interactive storytelling and narrative in video games.
- 2018-2020    Research Assistant (Part time)  
*Aalborg University*
- Primary research assistant on the “[VIZARTS](#)” project, a collaboration between academia and the technical film industry in Denmark to create new forms of storytelling.
- 2017-2019    Programmer, Unity Developer (Part time)  
*Pointvoucher*
- Sole programmer of “Tal Ordentligt” (now discontinued), part of the development on close to all other games in Pointvoucher’s library, including maintenance on their older games.
- 2016            Internships
- Oubliette Entertainments Ltd.  
Helped on design and implementation of escape room experiences and ARGs.
  - Refactored Games  
Wrote story for missions, barks and ambient dialogue.

## Projects

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- 2019            Programmer  
*Flux*
- Interactive Documentary for museum exhibit, about our relationship to gender and how it changes.
- 2015            Creator  
*Eravola*
- Interactive fiction game. Awarded a “Runner-up” position in the WAG (Write-a-game)-challenge.
- 2014-2016    Writer, Designer, Programmer  
School Game Projects: *THINQ Game Production* and *Terra Nostra*.
- Game productions with 6 friends, and one with 30, during the MSc and BSc, respectively.

## Publications

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“*Making the Player the Detective*” FDG 2020

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*"The Story We Cannot See: On How a Retelling Relates to Its Afterstory". ICIDS 2019.*

*"Well, That Was Quick' – Towards Storyworld Adaptivity that Reacts to Players as People." ICIDS 2019. (Won Best Short Paper.)*

*Creating Interactive Adaptive Real Time Story Worlds. ICIDS 2018*

*"The Narrative Quality of Game Mechanics". ICIDS 2016, Springer.*

*"The Moody Mask Model". ICIDS 2015, Springer.*

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## Education and Courses

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|------------------------|--|
| 2015-2017<br>(Current) | MSc in Medialogy with a Games Specialisation<br><i>Aalborg University Copenhagen</i> <ul style="list-style-type: none"><li>• 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.</li></ul>   |
| 2012-2015              | BSc in Medialogy<br><i>Aalborg University Copenhagen</i> <p>A project-based education on interactive digital media technology, where I learned:</p> <ul style="list-style-type: none"><li>• Programming in C#, C++, Processing, ActionScript.</li><li>• Interactive Narrative structures and design, dramaturgy and cinematic techniques.</li><li>• Interaction design, HCI, and perception and cognition of media.</li><li>• Digital signal processing (audio and video).</li></ul> |
| 2015                   | Arvon Course in Experimental Writing   |

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## Skills

Excellent experience with narrative, narrative theory, structure, and pacing.

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

Excellent working knowledge of Unity3D and C# (some experience with C++)

Applied knowledge of game design methods and theories.

Good 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, deadline driven production, and 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, on programming and creative writing.

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

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