

**Narrative
Game Designer**

Jeremy Koeleman

I have been playing video games since I was 10. I joined the study CMGT a little over a year ago to tell immersive stories as a narrative writer. Outside of my work as a writer, I have been developing my skills as a general game designer, leading different teams and making games for multiple media. I am working on improving myself and stepping out of my comfort zone as much as I can.

Writing

Story, dialogue, barks
One-page pitches
Character concepts
Lore and world building
Ink(narrative language)

Teamwork

Organized and clear writing
Concept and design documents
Team and project management
Scrum/AGILE
Trello, Git

Experience

Praktijk voor logopedie Midden-Groningen - Organizational Administration
August 2019 - December 2019

Albert Heijn - Supermarket Employee
February 2020 - July 2020

Domino's - Pizza Delivery
August 2021 - Januari 2022

Lidl - Supermarket Employee
November 2021 - Now

Education

September 2022 - Now

**Creative Media and
Game Technologies**

Hanze University of Applied Sciences

September 2017 - June 2021

Havo

Dr. Aletta Jacobs College

Skills

Language

Dutch(Native)

English(Fluent)

Engines



Unity



Godot



GameMaker

Programs



Blender



FireAlpaca



Substance
Painter



GitHub

Contact



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[Artstation.com/unofficialtranslator](https://www.artstation.com/unofficialtranslator)



[Unofficial-translator.itch.io](https://unofficial-translator.itch.io)



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