

Amalie Kaeseler

Writer
and Game Designer

Hello!

Writing Experience

Amalie Kaeseler

London, UK.

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<https://amaliekae.com>

I am a writer and game designer with a passion for strong gameplay, unforgettable dialogue, and captivating narratives.

Game Writer / SoRomantic (Contract)

September 2019 - December 2019. + July 2021 - November 2021

I was the sole writer on the game *Jack Move* by SoRomantic. (A studio founded by Edd Parris).

Learn more here: <https://www.soromantic.co.uk/games/jack-move/>

Jack Move won *Best International Game* at Bitsummit, Tokyo, 2021.

My tasks at *SoRomantic* included:

- Rewriting a rough story idea into a script ready for development.
 - Populating a cyberpunk game world with lore, collectable notes, and NPCs.
 - Side Quests and 350+ lines of NPC dialogue.
 - Placing characters and quest-related items into the game's engine. (Unity.)
 - Organising feedback and beta-reading in multiple iterations to ensure the highest possible quality of the final script.
 - Playtesting and ensuring the quality of the dialogue and quests in the final game
 - Redying the full script for translation and localization.
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Author: *Udødelig* / "Immortal"

PUBLISHED: MARCH 2010, Siesta, Denmark

I am the author of the fictional novel *Udødelig* ("Immortal") (ISBN: 978-87-92539-10-6, 288 pages) published by *Siesta*, Denmark.

Other Publications

2009 - 2012, Denmark.

In addition to my standalone book, two of my short stories have appeared in published collections.

Game Design

Soul Shepherd / Game.

March 2020 - current.

Soul Shepherd is a solo-made game still in development.

Learn more here: <https://www.amaliekae.com/soulshepherd>

Or watch videos showing the development, on youtube:

<https://www.youtube.com/c/AmalieKae>

My work on *Soul Shepherd* includes:

- Programming in C# / Unity.
- Game design.
- Narrative design and writing, including world-building, branching dialogue trees, complex character arcs and a full script.
- UI design and implementation of all menus within the game.
- Digital painting of all visual assets in the game.
- Marketing and market research.

Reign of King Jante / Game Demo.

JUNE 2019.

The Reign of King Jante is a solo-made game demo featuring deep themes.

Learn more here: <https://www.amaliekae.com/jante>

Or play it now on Itch: <https://amaliekae.itch.io/king-jante>

Education

(BA) Games Design. (First Class Honours)

London College of Communication, University of the Arts London.

SEPTEMBER 2016 - JUNE 2019 London, UK.

Topics covered include:

- Game design principles. Level design. UX design. Narrative design.
- Unity. C#. ActionScript.
- Game theory and philosophy.