

# Amalie Kaeseler

Writer  
and Game Designer

---

Hello!

---

## Writing Experience

---

**Amalie Kaeseler**

London, UK.

+44 7447 787 667

[amaliekae@gmail.com](mailto:amaliekae@gmail.com)

<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.

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/>

My tasks at *SoRomantic* included:

- Rewriting a rough story idea into a script ready for development.
- Adding philosophy and deeper themes to the narrative.
- Fleshing out the game world and its characters.
- Writing additional content: Bonus scenes and collectable notes.
- Organising feedback and beta-reading in multiple iterations to ensure the highest possible quality of the final script.

### 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 and Writing Events

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>

Watch a video showing the first 6 months of development (12 minutes):

<https://www.youtube.com/watch?v=tzhCDNDOebo>

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 a disruptive narrative and 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. 3Ds Max.
- Game theory and philosophy.