

Amalie Kaeseler

Game Writer
and Narrative Designer

Amalie Kaeseler

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Hello!

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

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.

Writing Experience

Game Writer / SoRomantic (Contract)

September 2019 - Present.

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

Learn more here: <https://soromantic.itch.io/jack-move>

(This contract role is estimated to conclude in November 2019.)

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

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>