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|  | Maya BloemGame writer and Narrative designer |

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|  | ProfileI’m Maya Bloem, a game writer and narrative designer based in the Netherlands. I have over 5 years of game industry experience and over 3 shipped titles under my belt on PC, mobile and consoles. I specialize in comedic writing and cozy narratives. Feel free to reach out to me about anything!  |

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|  | Experience & projectsNDA indie project - Lead writer and narrative designerSeptember 2022 — November 2024I wrote dialogue, designed character profiles and storylines in this anticipated upcoming indie title. Tracks of Thought - Narrative designer & Game writerNovember 2022 — May 2024I designed the full story and quests of the game and wrote all dialogue, battle barks, item names, quest names and descriptions, and also did various copywriting tasks. Mail Time - Game writer & Narrative designer, March 2022 — October 2022I took over from the previous narrative lead and wrote dialogue and designed questlines from concept to completion on the 2023 Dutch Game Award winning game Mail Time. Game Tailors - 2D Game Animator, November 2021 — November 2022I worked together with a team of creatives in order to make inspiring, educational and helpful serious games. The projects I worked on here include KlankKr8, winner of the 2023 Dutch Game Award for Best Applied Game. Reach: SOS - Narrative designer and Art Co-DirectorSeptember 2020 — October 2020I helped design the narrative and world in this atmospheric mobile game with over a million downloads across Android and iOS. Dandy Banterer - Game writer, assistant narrative designerMay 2021 — September 2021I assisted with worldbuilding, proofreading, plot structure, narrative development, script writing, and editing on the mobile real-time strategy game *Singular Space* and an unnamed escape room for Quest Escapes.  |

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|  | AchievementsOver 1 million downloads of Reach: SOSA game I co-wrote and co-art directed has been featured as App of the Day on the App Store in many countries and has passed a million downloads. Mail Time and KlankKr8 Dutch Game Awards 2023 WinnersTwo games I worked on won accolades at the 2023 Dutch Game Awards. Dutch Game Day 2024 speakerI gave a talk about the narrative development and writing process for the game Tracks of Thought, [which can be viewed here](https://www.youtube.com/watch?v=inqVZlb0Gdk). Social Drempelprijs 2021 nominee, My graduation project *New Roots* , a story-driven pixel game about rewilding, was nominated for a Social Drempelprijs. Official selection GoShort 2020 and Let's Play Art Gallery 2019My animated film *Take My Hand* was selected for the festival program of GoShort 2020 and interactive festival Let's Play Art Gallery 2019. RotterdamSchrijft finalist, My short story *Ieder mens zal in zijn leven een huis bouwen* (Everyone will build their own house) was a finalist in the RotterdamSchrijft 2018 poetry category, and was published in *Het RotterdamSchrijft Boek* .  |

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|  | Volunteer work & InternshipsAnimation consultant at War Child Holland, May 2020 — August 2020I designed the shape language and made animations for the Chaddian Maths game as a part of *Can't Wait to Learn* , a series of tablet-based educational games. At the end of my internship, I was hired as a freelancer under the same role. Narrative design mentorship at Dandy BantererMarch 2020 — April 2020I was mentored on narrative design, game writing, game design and project management during the course of a personal game project. General volunteer at KLIK! Animation FestivalOctober 2017 |

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|  | EducationAnimation BA, Willem de Kooning Academy, Rotterdam2017 — 2021Graduated with a minor in Game Design & Development at the Rotterdam University of Applied Sciences. Design BA - propaedeutic diploma, AKV St Joost, Breda2016 — 2017Gymnasium-VWO diploma, Kandinsky College, Nijmegen2010 — 2016 |

 |  | DetailsGouda, The Netherlandsmaya.ada.bloem@gmail.comLinks[Website](mayabloem.com)[Linkedin](https://www.linkedin.com/in/maya-bloem-4b13811a8/)SkillsUnreal EngineUnityInkleTwineAdobe PhotoshopAdobe After EffectsAdobe Premiere ProHobbiesMusic - guitar, ukulele and kalimba
Crafts - sewing, scrapbooking, whittling, all sorts
Other - baking, reading, walking, swimmingLanguages

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| English |
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| French |
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