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| |  |  | | --- | --- | |  | Maya Bloem  Game writer and Narrative designer | | |
| |  |  | | --- | --- | |  | Profile I’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! |  |  |  | | --- | --- | |  | Experience & projectsNDA indie project - Lead writer and narrative designer September 2022 — November 2024  I wrote dialogue, designed character profiles and storylines in this anticipated upcoming indie title. Tracks of Thought - Narrative designer & Game writer November 2022 — May 2024  I 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 2022  I 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 2022  I 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-Director September 2020 — October 2020  I 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 designer May 2021 — September 2021  I 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. |  |  |  | | --- | --- | |  | AchievementsOver 1 million downloads of Reach: SOS A 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 Winners Two games I worked on won accolades at the 2023 Dutch Game Awards. Dutch Game Day 2024 speaker I 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 2019 My 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* . |  |  |  | | --- | --- | |  | Volunteer work & InternshipsAnimation consultant at War Child Holland, May 2020 — August 2020  I 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 Banterer March 2020 — April 2020  I 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 Festival October 2017 |  |  |  | | --- | --- | |  | EducationAnimation BA, Willem de Kooning Academy, Rotterdam 2017 — 2021  Graduated with a minor in Game Design & Development at the Rotterdam University of Applied Sciences. Design BA - propaedeutic diploma, AKV St Joost, Breda 2016 — 2017 Gymnasium-VWO diploma, Kandinsky College, Nijmegen 2010 — 2016 | |  | Details Gouda, The Netherlands  [maya.ada.bloem@gmail.com](mailto:maya.ada.bloem@gmail.com) Links [Website](mayabloem.com)  [Linkedin](https://www.linkedin.com/in/maya-bloem-4b13811a8/) Skills Unreal Engine  Unity  Inkle  Twine  Adobe Photoshop  Adobe After Effects  Adobe Premiere Pro Hobbies Music - guitar, ukulele and kalimba Crafts - sewing, scrapbooking, whittling, all sorts Other - baking, reading, walking, swimming Languages  |  |  | | --- | --- | | English | | |  |  |  |  |  | | --- | --- | | Dutch | | |  |  |  |  |  | | --- | --- | | French | | |  |  | |