



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 & projects

NDA 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.

Details

Gouda

The Netherlands

maya.ada.bloem@gmail.com

Links

[Website](#)

[Linkedin](#)

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

★ Achievements

Over 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](#).

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 & Internships

Animation 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

🎓 Education

Animation 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