

Max Riznyk

Experienced Narrative Designer

Narrative Designer with over 8 years of experience in AAA and indie games. Capable of driving creative projects from concept and pre-production to release. Experienced in leading creative teams and collaborating with senior stakeholders. Passionate about storytelling and player experience, constantly on the lookout for new techniques and approaches.

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WORK EXPERIENCE

Narrative Designer

Sharkmob

05/2023 - 10/2024

Achievements/Tasks

- Pre-production work for an unannounced Unreal Engine MMO title;
- Worldbuilding and lore development;
- Development of the extremely well-received World Guide for the project;
- Successfully presenting the team's materials to senior stakeholders and the wider studio.

Lead Narrative Designer

Starni Games

11/2019 - 05/2023

Game development studio specialising in narrative-driven strategy games.

Achievements/Tasks

- Leading the Narrative Design team;
- Narrative Lead of *Robot's Fate: Alice*, a visual novel with branching paths;
- Narrative Design for 4 instalments of *Strategic Mind*, turn-based strategies on Unreal Engine;
- Negotiated with voiceover talent and external teams, managed the projects' localisation across 7 languages;
- Casting voice actors and overseeing voice over.

Narrative Designer

Frogwares

02/2017 - 06/2019

Achievements/Tasks

- Narrative Design for the company's two highest-grossing projects to date: *The Sinking City* and *Sherlock Holmes: Chapter One*, action-adventure games on Unreal Engine;
- Conducting historical and literary research with subsequent presentations for the entire creative team;
- Overseeing project teams within the Narrative Design department.

COMPETENCIES

Narrative Design

Dialogue writing

Worldbuilding

Character development

Team Leadership

Public speaking

Storytelling

Ideation

Building stakeholder relationships

Cross-Department collaboration

PERSONAL PROJECTS

Developing a Top-rated Game Mod

- Designing and implementing quests for "Beyond Reach", a *TES V: Skyrim* game mod with a total of over 680,000 unique downloads.

Developing a Bestselling Tabletop Campaign

- Overseeing the writing, editing and promotional material of the bestselling campaign "Carnival of Lost Souls" for a tabletop RPG "Dungeons & Dragons."

Teaching a Screenwriting Course

- Organiser, Master of Ceremonies and regular lecturer at the screenwriting course for aspiring writers.

EDUCATION

Masters and Bachelors in Translation (English and French)

National University of Kyiv

2013 - 2019

Highest honors

LANGUAGES

English

Native or Bilingual Proficiency

Ukrainian

Native or Bilingual Proficiency