

ANA DUKAKIS

CONTACT

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[LinkedIn Profile](#)

EDUCATION

BA English Lit and Creative Writing, First Class

University of East Anglia
2013 - 2016

Degree included: narrative world building and writing across short stories, film, TV and radio scripts. Gained experience in editing my work by developing critical reading skills, and feedback from workshops.

EXPERTISE

Excellent Knowledge of:

Microsoft Office Suite

Asana

Trello

Slack

Twine

Invision

Jira

Good knowledge of:

Photoshop

WordPress

Tracery

Ink

PROFILE

*I'm a **Narrative Designer and Writer** with experience across physical and mobile games, and working with freelance teams. I'm passionate about building narratives that immerse players in transportive worlds, with distinctive atmospheres that bring delight and/or resonance.*

EXPERIENCE

Narrative Designer | Niantic, London

May 2019-Present

Niantic is an AR platform and games company, best known for their geolocation-based mobile game Pokemon Go. Role includes:

- **World building:** shaping the atmosphere and lore of the game's storyworld, including updating lore bible, and making sure game mechanics and storyworld are cohesive.
- **Game design:** working with our Lead Designer to create quest systems and other mechanics, making sure they tie into the world and atmosphere of the game.
- **Feature design:** drawing up basic wireframes and writing user stories for features.
- **Content Tooling:** worked closely with our engineering team to input and feedback on content tooling to make sure we can create prototypes and also scale up in the future.
- **Character creation:** Creating a cast of NPCs who feel distinctive and engaging, and plotting their relationships and progressions both to each other and to the player.
- **Game writing and editing:** Writing the dialogue, flavour text, and more as needed.
- **Prototyping:** making smaller prototypes to test features such as dialogue delivery methods and relationship progressions.
- **Collaborating:** working closely with our lead designer, lead artist, and the rest of the product team to make sure narrative is baked into the rest of the game's design.
- **Game Analysis:** run the team's game club, picking and running game design discussions and analysis

Narrative Designer | Sensible Object

June 2018 - May 2019

Sensible Object was a connected games company, specialising in creating physical-digital hybrid games that connect people. Role included:

- **World building:** researched and created engaging, playful worlds for games to take place in, which involved creating characters, world, and overall tone.
- **Game writing:** wrote content across Sensible Object's games. This has varied from the quirky tone of Beasts of Balance, to the quippy, informative tone of When in Rome. This involved both working to briefs, and creating briefs where appropriate.
- **Game design:** worked with our Lead Game Designer to come up with game ideas where narrative and mechanics resonate to create an engaging social experience.
- **World building:** researched and created engaging, playful worlds for games to take place in, which involved creating characters, world, and overall tone.

Narrative Designer | Sensible Object, continued

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- **Game design:** worked with our Lead Game Designer to come up with game ideas where narrative and mechanics resonate to create an engaging social experience.

Community Manager | Sensible Object

June 2017 - June 2018

Niantic is an AR platform and games company, best known for their geolocation-based mobile game Pokemon Go. Role includes:

- **Kickstarter running:** ran social media and majority of Kickstarter updates for Sensible Object's second Kickstarter for Beasts of Balance Battles, which made over \$390K.
- **Multi-platform Communications:** wrote company blog posts, social media posts, Kickstarter updates, email newsletter, and customer service responses over Zendesk.
- **Events Planning:** Planned and ran our presence at various conventions across the UK, Europe and the US.

Writer & Editor | Truly Social

September 2016 - February 2017

Truly Social was a mobile gaming company centred around building social dynamics and interactions with unique characters for womens' f2p mobile games. Role included:

- **Innovation:** Developed a new narrative style that allowed for more engaging, believable characters, and helped transition freelancers into this style through briefing, content editing and new content style guides. Turnaround was executed in less than a month.
- **Team Management:** on-boarded and oversaw content collaboration across a team of freelance writers, both in the UK and abroad. Also wrote style guides to brief freelancers.
- **Character creation:** devised narrative arcs, personality traits and character development for 20+ characters. Also worked with Art team to spec out appearances.
- **Dialogue writing:** wrote and edited 8000+ lines of branching dialogue.

OTHER EXPERIENCE

- Have been a BAFTA Juror and WGGB Videogame Writing Award Jury member.
- Am a member of BAFTA Crew Games and mentee under Limit Break, where I have met industry peers and mentors, and attended workshops/talks to gain a more holistic understanding about game development.
- Participated in Ludum Dare 42 as sole writer/narrative designer on a comedic game 'MNTL BLCKS'; ranked within top 2% of 3000+ entries for 'Humour'.
- Worked on the editorial team for anthologies 'Undertow' and 'Undergrowth', published by Egg Box Press. Have also written award-winning experimental fiction featured in Streetcake Magazine's anthology.
- Enjoy writing short RPGs for zines and competitions (e.g. 200 Word RPG challenge)

References available on request