

# ANA DUKAKIS

## CONTACT

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## 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

Microsoft Teams

Final Draft

Jira

Miro

Slack

Twine

Invision

### Good knowledge of:

Photoshop

Asana

WordPress

Tracery

Ink

## PROFILE

**Narrative Designer and Writer with 8 years across console, mobile, and tabletop games.** Experienced working within a narrative unit, as a Principle, and with freelancers. Passionate about building narratives that immerse players in transportive worlds, with distinctive atmospheres that bring resonance.

## EXPERIENCE

### Advanced Narrative Designer | Supermassive Games, Guildford

March 2022 - Present

*Supermassive is a BAFTA-award winning studio, creating cinematic horror games. Currently Principle Narrative Designer on an unannounced project. Role includes:*

- **Vision Creation:** Working with Game Dir., Performance Dir., and Creative Director to establish the creative vision for a project including themes, world/lore, character arcs.
- **Script Writing/Editing:** Writing and editing scripts to be recorded for multiple titles – both solo and in workshops, with internal and external writers.
- **Structural Design:** Helping build branching game structure, ensuring even pacing of narrative beats and mechanics to create the best gameplay experience.
- **Pitch Building and Presentation:** Building and presenting pitch decks to Directors. Also assisting Game Director with building decks to be presented to Execs.
- **Team Leadership:** Defacto lead for the Narrative Team during absence of Production Manager; running dailies and overseeing work delegation and execution.
- **Level Design:** collaborating with designers and artists to create levels that achieve our gameplay, atmosphere, and narrative goals.
- **Narrative Research:** identifying areas our games can improve, analysing comparable games/ trends, and creating digestible learnings that have been used at Exec level.

### Narrative Designer | Niantic, London

May 2019 - Feb 2022

*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 on content tooling to make sure we can create prototypes and scale 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.

**Narrative Designer | Niantic, continued****May 2019 - Feb 2022**

- **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 SO's games. 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.

**Community Manager | Sensible Object****June 2017 - June 2018**

- **Kickstarter running:** ran social media and majority of Kickstarter updates for Sensible Object's second Kickstarter, 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 conventions across the globe.

**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 generated more engaging, believable characters, and onboarded freelancers to this style.
- **Team Management:** on-boarded and oversaw content collaboration across a team of freelance writers, 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.

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**OTHER EXPERIENCE**

- Have been a BAFTA Juror and WGGB Videogame Writing Award Jury member.
- Am a member of BAFTA Connect and mentor with Limit Break.
- 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), and participating in game jams e.g. Ludum Dare.