Raymond Vermeulen
Writer/Narrative Game Designer

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EXPERIENCE

Narrative / Game Designer
Immersive Gamebox

Feb. 2023 - Oct. 2023
London, UK

Ghostbusters: The Cursed Collection
- Narrative lead & general game designer
- Content & systems design, narrative design, scriptwriting
- Voice-over casting, directing, and implementation
- Directing animated cutscenes and cinematics
- Pitching games and content

PAW Patrol: New Recruits
- Writing dialogue for voice-over; IP/lore/style expert

Game Designer
Terahard Studios

July 2022 - Dec. 2022
London, UK

Paranoia, VR adventure/horror game
- Narrative lead, managing two direct reports
- Narrative design, quest design, feature development
- Content implementation, 3d level design, blueprints & blockouts

Lead Narrative Designer

Jan. 2022 - June 2022

Writer / Narrative Designer
Primal Game Studio

Aug. 2021 - Dec. 2021
Budapest, HU

Mandragora, console action RPG
- Quest design, linear and non-linear
- Development of storylines, setting, characters, etc.
- Writing dialogue and documentation
- Managing junior writers, writing and receiving feedback

Narrative Designer
Genjoy, a Scopely Studio

Sept. 2020 - Aug. 2021
Seville, ES

Multiple mobile VN/puzzle games (NDA)
- Development of storylines, setting, characters, etc.
- Writing dialogue, descriptions, UI texts, and documentation
- Developing new narrative features
- Implementing content in Unity

Lecturer: Game Scriptwriting
University of East London

Sept. 2019 - Oct. 2020
London, UK

Primary instructor for BA in Game Design
- Designed and taught modules on games writing, narrative design, boardgame design, and open world quest design
- Supervised 20+ student dissertations

TOOLS & SKILLS

- Twine, Ink, articy: draft 3
- Unity, UE4/UE5 Blueprints, C#
- Git, Sourcetree, Jira, Agile/Scrum
- Miro, Figma, Arcweave, Canva
- Narrative design, systems design
- Screenwriting, interactive fiction
- Editing, copy writing
- +15 years exp. as a TTRPG GM
- Stage fencing and choreography
- Native English and Dutch

MISCELLANEOUS

Freelance Consulting:
- Terahard Studios (Narrative Design)
- Outer Brain Studios (Game Design)
- Space Ape Games (Narrative Design)
- Traverse Theatre (Game Design)
- Misc. others

Volunteering
- WGGB Games Committee
- LimitBreak 21/22/23 mentor

PERSONAL PROJECTS

Void of Memory (2019): Alternative controller game
With Feeling! (2018): Tabletop RPG
Zand Erover (2018): VR installation

EDUCATION

MA Independent Games and Playable Experience Design
Goldsmiths, University of London, 2018

MSc Creative Writing
University of Edinburgh, 2017

BA Liberal Arts and Sciences (Philosophy)
Utrecht University, 2016