

NINA ALVIR

NARRATIVE & GAME DESIGNER

✉ nina.alvir@gmail.com

🏠 Surbiton, London

🌐 ninaalvir.com

🌐 [linkedin.com/in/ninaalvir](https://www.linkedin.com/in/ninaalvir)

PERSONAL STATEMENT

My goal is to create profound gaming experiences filled with satisfying gameplay and compelling narratives. I would like to work in an environment where I can proficiently use my dedication and skill sets to collaboratively produce high-quality games.

SELECTED PROJECTS

All other projects can be accessed on my website

FROM DUSK TO DAWN

Solo Developer | May 2021 - Jan 2022

A story-driven RPG set in a fantasy medieval world.

- Designed and developed approx. 45-60 minutes of gameplay using Unity3D engine
- Scripted the majority of gameplay systems in C#
- Wrote and implemented a linear narrative with some branching choices in a screenplay format
- Created a brand-new world with in-depth character biographies and world events
- Used the game as a method to develop a new model to perceive the player-avatar-character relationship in single-player role-playing games

AGE OF DUST

Game, Narrative & Level Designer | Oct 2021 - Jan 2022

A short adventure game set on an alien desert planet.

- Used environmental storytelling techniques and monologues to incorporate narrative into the level
- Worked closely with a game programmer and UXers to develop the game and meet the deadline

CHILDREN OF NEW EADEN

Solo Developer | May 2021 - Jan 2022

A two-player adventure game set in a futuristic world.

- Made three different prototypes to showcase the main gameplay systems (using Unity3D engine)
- Worked on a non-linear narrative and branching choices in a screenplay format
- Created a brand-new world with in-depth character biographies and world events
- Practised pitching the game idea through three iterations (elevator, interim, and final pitch)

THE AWAKENING OF THORUS

Game & Narrative Designer | Jan - May 2020

A story-driven FPS about a charismatic space explorer.

- Worked in a team with set roles and responsibilities
- Created a linear character-driven story and adapted the length of dialogue according to the gameplay needs
- Designed and implemented narrative-related exploration areas

SKILLS

- **Game Design (and Documentation)**
 - demonstrated by implementing innovative and careful designs in diverse projects
- **Creative Writing and World/Character Building**
 - demonstrated by creating various linear and non-linear narratives in different game worlds
- **Verbal and Written Communication**
 - demonstrated by working with the university staff, students and some industry professionals in a professional manner
- **Adaptability and Dependability**
 - demonstrated by working individually and in a team as a diligent and versatile member
- **Self-Discipline and Time Management**
 - demonstrated by maintaining continuous working discipline during the studies
- **Problem-Solving and Critical Thinking**
 - demonstrated by taking on new challenges and being eager to learn
- **Unity and C# (4 years of experience)**
- **Adobe Photoshop (3 years of experience)**
- **Twine (2 years of experience)**
- **Maya and 3DS Max (1 year of experience)**
- **Excellent understanding of Microsoft Word and Powerpoint**

EDUCATION

References available upon request

MA GAME DEVELOPMENT (DESIGN)

Kingston University | Jan 2021 - (waiting TBA) 2022

- Improved communication, time management, critical thinking, problem-solving, documentation, self-reflection, game design (and development), and creative writing skills
- Refined knowledge of Unity and C# language
- Worked alone and in teams using industry-standard production tools and techniques to design and develop different genres of games

BA (HONS) COMPUTER GAMES DESIGN: STORY DEVELOPMENT

University of East London | Oct 2017 - Aug 2020

- Graduated with First Class Honours
- Gained experience in Unity, C# language, Twine, Fungus, 3DS Max, Adobe Photoshop, Trello
- Explored both theoretical and practical aspects of game design; developed prototypes, wrote game design documents, conducted research, and worked in a simulated studio environment

ACHIEVEMENTS & ACTIVITIES

Dissertations/Research Studies

- "[Player, Avatar, and Character – A Closer Look at the Relationships and the Impact on Player Experience in Role-Playing Games](#)"
- "[How Can Different Types of Rewards in Role-Playing Games Contribute to Creating Player's Immersion?](#)"

Participated in the [UKIE Game Jam 2018](#)

- Worked in a high-pressure environment, rapidly generated game ideas and gameplay
- Efficiently communicated with a team to set up roles and split the workload in a manageable way
- Learned how to adapt according to the brief and design creative concepts within the limits of our resources and time given

Won 5 State Championships (Junior League) with *Handball Club Podravka Vegeta*

- Learned how to manage my free time according to both education and training obligations (we had training sessions every workday and game matches almost every weekend)
- Developed a strong commitment to the team's cause
- Learned how to adapt to the team's needs, how to listen to criticism and adequately look for improvements
- Learned how to stay calm and focused during tournaments, especially how to perform under pressure in high-stakes games