




Location: Essex, United Kingdom

 @Yarheeguy

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Profile:

A BA Games Story Development graduate and published writer eager to create exciting stories and utilise expertise as a Narrative Designer. Highly technical, innovative, and passionate about expressing fascinating concepts and creating immersed experiences through mediums.

Key Skills:

- Narrative writing
- Pre-production planning
- Character design
- 2D digital art
- Unity

- C#
- Video editing
- Team Cooperation
- Communication
- Pencil sketching

Project Experience:

See Only Evil: Rebecca's Origins - Solo Developer

September 2022 – June 2024

- Narrative-driven.
- Cutscene interactions.
- Worldbuilding.
- Linear Storytelling

Clean Deck - Team Member

January 2025 - February 2025

- Made 2D animated art.
- Created a game trailer.
- Worked with a team
- Made in 1 month.

When I'm Gone... - Solo developer

January 2022 – May 2022

- Level design.
- Narrative.
- Asset design.
- Interpreted storytelling

A Stressful Day - Team Member

March 2024

- Collaboration with team member for dialogue.
- Made 2D art assets.
- Made in 48 hours.

Project Smile – solo developer

June 2025 – Present

- Ongoing development.
- Real-time Cutscenes.
- In-game Storyboarding.
- Character designs

Solar-Powered Heart - Solo Developer

April 2025 – May 2025

- Researched and brainstorm ideas of an unfamiliar genre.
- Tile mapping in Unity

Key Achievements:

Made 12 games in 1 year | Personal Goal

- *January 2025 – December 2025*

GDLX - Indie Games Expo | Game Dev Local

- *Project Smile – Game Showcasing & Gaining Player Feedback – March 2026*
- *See Only Evil: Rebecca's Origins – Game Showcasing – August 2024*

Global Game Jam | Goldsmiths, University of London

- *Bliss – January 2025*
- *S.U.C.K – January 2024*

Game Lab | Aesthetica Short Film Festival

- *See Only Evil: Rebecca's Origins - Official Game Selection – November 2023*

Games and Animation Student Award | University of East London

- *Award for 'Best Narrative' – June 2023*

2-Time Published Author | Austin Macauley Publishers Ltd.

- *The Mariverse: Guardians – June 2023*
- *The Mariverse – March 2019*

Education:

BA GAMES: STORY DEVELOPMENT | University of East London

SEPTEMBER 2020 – JUNE 2023

Bachelor of Arts Honours – First Class

BTEC Level 3 Extended Diploma | Access Creative College

SEPTEMBER 2016 – JULY 2020

Creative Media Production (QCF) – Triple Grade Distinction Distinction Merit

Hobbies & Interests:

- Participating in Game Jams
 - Writing fanfiction and working on a fan-made game.
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