



AYDAN KANANI

NARRATIVE DESIGNER & WRITER

Every game has a story that just needs the right light to shine.

Nice to meet you! I'm Aydan, ludonarrative enthusiast.

For me, it's the possibility space: what can narrative be – and how is it unique – in games, compared to other media? To experience this journey while the map is incomplete gives me great joy.

Plus I like words. How typical!

CONTACT

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 [PORTFOLIO](#)

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TOOLS

Software

Miro | Jira | Inky | Twine |
Articy | Wwise

Version Control

Perforce | TortoiseSVN
| GitHub

Engine

Unity | Unreal (Blueprints)

SOFT SKILLS



Persistent



Versatile



Curious

CERTIFICATES

2025

The Narrative Department

Game Writing Masterclass I

LANGUAGES

☒ English ☒ Swedish ☒ Russian

WORK EXPERIENCE

2023/01-2024/11

10 Chambers

Narrative Designer on [GTFO](#) & [Den of Wolves](#)

- **Designing** and **prototyping** narrative **systems**
- Writing and **implementing** mission descriptions and objectives
- **Staging** mission scenarios and **setting up** dialogue events
- **Writing** characters, story and background
- Collaborating with programmers on narrative **tooling**
- **Testing** and tuning levels
- Ensuring **tone** and **continuity** of content

EDUCATION

2021-2023

Futuregames

Game Design

2018-2021

University of Skövde

Game Development - Game Writing

SHIPPED TITLES

GTFO - ALT://Rundown 6.0 and Rundown 8.0

10 Chambers

- **Writing** and **implementing** mission content: descriptions, objectives, text- and audio logs, SFX, VO, and subtitles
- Setting up **routes** and **priorities** within the **dialogue system**
- Environmental storytelling
- **Localization** assistance: exporting, implementing, Q&A
- **Overhauling** mission/story **progression structure**
- **VO-direction** assistance