

STORY! SPECIALIST



RÉMY VAN DEN WIJNGAART

Hi there, my name is Rémy. Thanks for checking out my resume!

As a narrative designer, I'm fluent in all facets of storytelling. Building worlds, creating vivid characters, writing intriguing dialogue, and implementing it all in-engine - I work the entire narrative pipeline from start to finish. My experience runs the gamut from original concepts to well-known IPs such as Agatha Christie's Hercule Poirot.

I do plenty more, though, and if there's an element of the work I'm not experienced with, I'll be eager to master it. I dedicate myself to my job and see things through all the way.

Bottomline: Hire me, and you'll hire a guy who is passionate about his work and will adapt to anything you throw at him. Let's have a chat!

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EXPERIENCE HIGHLIGHTS

SENIOR (NARRATIVE) DESIGNER

OUTPLAY ENTERTAINMENT

Games I've worked on:

- Unannounced 2025 game
- Angry Birds: Pop!
- Sweet Dreams Café
- Mystery Match Village (incl. Death on the Nile)
- Mystery Match
- Alien Creeps: Tower Defense
- Booty Quest

2015 - PRESENT

NARRATIVE DESIGNER // (COPY)WRITER // CONSULTANT

FREELANCE

Multiple clients including: Outplay Entertainment, Zigiz, Amsterdam University of the Arts, Cultural Oil

2011 - 2021

LECTURER

HKU (UNIVERSITY OF THE ARTS UTRECHT)

I teach a set of game-related courses called Game Analysis where students look at how games deliver immersive experiences and how they can employ those techniques for their own projects

2014 - PRESENT

References and a full CV are available upon request!

OTHER SKILLS

Immersive gameplay/level design centered around fun and a solid narrative. Technical experience includes Unity 3D, Unreal Engine for Fortnite, Creation Kit, basic C# and Python, etc.

GAME/QUEST DESIGN

Intuitive and modern UI/UX design for all sorts of features and game events, with interactive prototypes. Experience includes software like Figma and Adobe XD

UI/UX DESIGN

Clear and elegant designs that are ready for code implementation. I have worked on big, cross-department system designs such as LiveOps automation across multiple games

TECHNICAL DESIGN

EDUCATION

BA : DESIGN FOR VIRTUAL THEATRE AND GAMES

HKU (UNIVERSITY OF THE ARTS UTRECHT)

Subjects included game design, level design, coding, drama, writing, business administration, etc.

2006 - 2010

INDEPENDENT COURSES & CERTIFICATIONS

ONLINE

- Gamification (University of Pennsylvania)
- Human-Computer Interaction Design (Stanford University)
- Crafting an Effective Writer (Mt. San Jacinto College)
- Social Psychology (Wesleyan University)
- Interaction Design (LinkedIn Learning)
- UX Design (LinkedIn Learning)