

[CLICK FOR
PORTFOLIO](#)

DENİZ KELEŞ

Writer & Narrative Designer

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06460, Ankara, Türkiye

EDUCATION

Bachelor of Arts

[Istanbul University](#)

English Literature
2016 - 2020

High School Diploma

[American Collegiate Institute](#)

2011 - 2016

International Baccalaureate

[American Collegiate Institute](#)

2014 - 2016

DIGITAL SKILLS

Narrative Design

Unity / Articy / Unreal / Ren'Py / Twine

Script Writing

Final Draft / Celtx / Trelby

Basic IT Literacy

Microsoft Suite / Google Workplace / GitHub

Remote Work Tools

GitHub / Microsoft Teams / Jira / Slack / Monday / Notion / Zoom

Visual and Sound Design

Canva Editor / Audacity / Waveform 12 / Aseprite / Blender

Online Content Management

LinkedIn / WordPress / WIX

Translation and Editing

Descript / Poedit / AegiSub

LANGUAGES

Turkish C2(Native)

English C2

German B1

Azerbaijani B2

Experience

Screenwriter & Producer | NIZ PRODUCTIONS

March 2022 - CURRENT(Self-Employed)

[IMDb](#) | [Spotify](#) | [LinkedIn](#)

Narrative Designer | CATPOCALYPSE

April 2024 - CURRENT(Project Based)

[Project Outline](#) | [Demo](#)

Quest & Narrative Designer | BEYOND SKYRIM

February 2023 - March 2024

[Website](#)

Scriptwriter | JELLYSMACK

October 2022 - December 2023

[Website](#) | [Email](#) | [Recommendation Letter](#)

Screenwriter | 4TH DIMENSION STUDIO

October 2020 - May 2022

[Former Website](#)

Editor | TURQUAZZ

September 2021 - July 2022

[Website](#)

Intern | TURQUAZZ

July 2021 - September 2021

[Website](#) | [Completion Letter](#)

Intern | TURKISH EMBASSY LONDON

January 2020 - February 2020

[Website](#) | [Completion Letter](#)

Creative Works

CATPOCALYPSE 2024

Catpocalypse is a Tower Defense game with a wholesome and feline twist. As the narrative designer, I was responsible for developing the game's lore and worldbuilding elements, writing episodic dialogues and flavor texts, and scripting the trailer screenplay.

[Game Link](#) | [Project Presentation](#)

THE CLASSROOMS 2024

The Classrooms is a procedural, liminal-space, found-footage, survival horror game. As a Localization Specialist for the Turkish language, I translated all in-game texts as well as promotional content, including Steam page descriptions. During this process, I developed a detailed understanding of the game's mechanics, story, and gameplay.

[Steam Link](#) | [Gameplay Footage](#)

THE KING'S COURIER 2024

The King's Courier is a narrative-driven adventure game where you assume the role of the King's courier, entrusted with delivering crucial messages across the realm of Falgarod. As the royal courier, you must carefully choose your words when delivering the King's commands, for what you say can shape the fate of the land. Out there in the country, not everything is what it seems, and underneath the peace that binds the realm, there stirs a plot to overturn everything. [\[itch.io password: tkcproto\]](#)

[Game Link](#) | [Soundtrack](#)

DEEP DREAD 2024

Deep Dread is an action-adventure 2D side-scroller where you navigate a deep underwater cave system, scavenging for diving gear to refill your oxygen and survive. As the narrative designer, I developed the game's concept and authored the Game Design Document (GDD), detailing the story and gameplay elements. I also integrated the written material and designed levels using Unity to ensure a cohesive and immersive player experience. In addition, I've composed the game's soundtrack and created the SFX elements.

[Game Link](#) | [Soundtrack](#)

AELOR SHACKLED 2023

Aelor Shackled is a side-scrolling adventure game where Alaric, a young sorcerer, seeks to uncover and stop the corruption in the enchanted forest of Aelor. As the narrative designer, I crafted the story, designed the game's setting, and implemented engaging dialogues and immersive text. I also served as a QA Tester, ensuring the game's functionality.

[Game Link](#)

CRAWL BACK TO ME 2023

Crawl Back To Me is an exciting dungeon crawler game created for the Dungeon Crawler Game Jam 2023. As the narrative designer, I was responsible for crafting engaging narrative elements, including immersive dialogues and captivating background stories that enhance the player's experience. The game has since been updated and is available for download.

[Game Link](#)

TROPICAL PERSUASION 2023

Tropical Persuasion is a Gameboy game made for the Game Boy Showdown 2023. I created the narrative elements such as the dialogues, titles and descriptions. And created the general story of the game. It was completed in under a week, so it's pretty short, but it has a rich environment, ambient music, and an entertaining story. You can play it on your browser or download it using the link below.

[Game Link](#)

ROOTS 2022

A text-based browser game about a stranded man's journey to madness.

[Game Link](#)

NUCLEAR APOCALYPSE SURVIVAL 2022

A text-based browser game meant to simulate decision-making processes during a moment of crisis.

[Game Link](#)

INTERGALACTIC TRADE 2022

A text-based browser game inspired by Papers Please, Dealer's Life, and Space Warlord Organ Trading Simulator

[Game Link](#)