Deniz Keleș

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Work Experience

Screenwriter & Producer | NIZ PRODUCTIONS

March 2022 - CURRENT(Self-Employed)

- Structuring the universe of "A Dark Light Shivers" and **developing the screenplay** for Season 1.
- Leading the writers' room to expand the script and create additional content for future seasons.
- Casting voice actors and organizing online rehearsals for recording sessions.
- Editing and sound designing the recordings using Audacity.
- Composing music and collaborating with singers for soundtrack requirements.
- Managing promotional content and developing publication and financing strategies for the podcast.

IMDb | LinkedIn | YouTube

PORTFOLIO

WEBSITE

LINK

Narrative Designer | CATPOCALYPSE

April 2024 - CURRENT(Project Based)

- Develop Catpocalypse's backstory and setting to immerse players in a feline-infested world.
- Writing episodic narrative texts that convey the story and gives an introduction to each level, enemy and tower.
- **Creating the trailer script** that highlights the gameplay and story.
- Writing in-game texts for tower and enemy descriptions as well as power-ups and abilities.

Project Outline | Demo

Quest & Narrative Designer | BEYOND SKYRIM

February 2023 - March 2024

- Coming up with and pitching quests for the Elsweyr expansion of the Beyond Skyrim project.
- Creating **world-building elements** to enrich the existing Elsweyr region and expand on the already existing ones.
- Writing literature for the in-game objects such as scrolls and books.
- Creating NPCs and structuring their characters.

Website

Scriptwriter | JELLYSMACK

October 2022 - December 2023

- Writing scripts for audio-narrated videos.
- Checking and editing subtitles.
- Liaising with voiceover artists.
- Using AI voiceover tools to generate voiceovers for scripts.
- Adding titles and steps to the original content.
- Copy-checking and correcting during post-production.
- Correcting and writing taglines.

Website | Email | Recommendation Letter

Work Experience

Screenwriter | 4TH DIMENSION STUDIO

October 2020 - May 2022

- Coming up with and developing ideas and concepts for characters, plotlines, and settings.
- Cooperating with our team of scientists and consultants to keep the fiction within acceptable boundaries of science.
- Creating cultures, languages, traditions, and historical backgrounds for alien peoples.
- Writing, co-writing, and providing feedback for the episodes of the first season and pitching ideas for future seasons.

Former Website

Editor | TURQUAZZ

September 2021 - July 2022

- Translating and proofreading articles, interviews, and other relevant content.
- Organizing and creating event-related content using Canva.
- Writing articles, and newsletter content to be featured on the Turquazz website.
- Preparing schedules for interns and distributing their workload among them.
- Structuring the articles on the Turquazz website to be more **SEO-compatible**.
- Using Descript to transcribe interviews and speeches relevant to Turquazz content.

<u>Website</u>

Intern | TURQUAZZ

July 2021 - September 2021

- Writing short articles for Turquazz.
- Translating and proofreading articles and various documents from English to Turkish or vice versa.
- Transcribing interviews and helping increase the online visibility of Turquazz content using SEO tools.

Website | Completion Letter

Intern | TURKISH EMBASSY LONDON

January 2020 - February 2020

- Helping in the selection of the news articles that will be serviced to the relevant diplomats.
- Writing summarised Turkish translations of the selected articles.
- Helping add new articles to the online media archives of the Turkish Foreign Ministry.
- Archive research on various subjects and subsequent reporting.

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. [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. I addition I've composed the game's soundtrack a 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.

<u>Game Link</u>

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

Education History

BACHELOR'S DEGREE IN ENGLISH LANGUAGE AND LITERATURE

Institution: Istanbul University | https://www.istanbul.edu.tr/en/

Field of study: Literature and linguistics Year of Graduation: 2020

Final Grade: 3.00/4.00

BACHELOR'S DEGREE IN COMPUTER PROGRAMMING

Institution: Anadolu University | https://www.anadolu.edu.tr/en

Field of study: Computer Science

Year of Graduation: 2026

Final Grade: 3.22/4.00

TURKISH HIGH-SCHOOL DIPLOMA (LISE DIPLOMASI)

Institution: American Collegiate Institute | <u>https://www.aci.k12.tr/en/</u> Year of Graduation: 2016 Final Grade: 80.83/100

THE INTERNATIONAL BACCALAUREATE BILINGUAL PROGRAMME DIPLOMA

Institution: American Collegiate Institute | https://www.aci.k12.tr/en/

Year of Graduation: 2016 Final Grade: 30/40

Language Skills

TURKISH (Native)

Listening C2 | Reading C2 | Writing C2 | Spoken Production C2 | Spoken Interaction C2

ENGLISH (Fluent)

Listening C2 | Reading C2 | Writing C2 | Spoken Production C2 | Spoken Interaction C2

GERMAN

Listening A2 | Reading B1 | Writing B1 | Spoken Production A2 | Spoken Interaction A2

AZERBAIJANI

Listening C2 | Reading C2 | Writing B1 | Spoken Production A2 | Spoken Interaction B2

Digital Skills

<u>Game & Narrative Design</u>	<u>Remote Work Tools</u>
Unity / Articy / Unreal / Ren'Py / Twine /	GitHub / Microsoft Teams / Jira / Slack /
C# / Inky	Monday / Notion / Zoom
Basic IT Literacy	Visual and Sound Design
Microsoft Suite / Google Workplace /	Davinci Resolve / Audacity / Soundtrap /
GitHub	Waveform 12 / Aseprite / Blender
Online Content Management	Script Writing
WordPress / WIX	Final Draft / Celtx / Trelby
Translation and Editing	

Descript / Poedit / AegiSub

Publications

A Cultural Reorientation In Turkish Music: Anatolian Psychedelia

[2022] - Link: https://www.turquazz.com/a-cultural-reorientation-in-turkish-

music-anatolian-psychedelia/

In the years following the foundation of the republic, the music scene in Turkey saw a significant transition, and introduced world to the Turkish Psychedelia.

Shifting A Culture: The Turkish Five And Musical Westernization

[2022] - Link: <u>https://www.turquazz.com/shifting-a-culture-the-turkish-five-and-</u>

musical-westernization/

Less then a century ago, five highly skilled men of music undertook the challenge of rerouting Turkey's musical destiny and to a great extend, succeeded.

Turkish Military Songs That Could Almost Belong To Musicals

[2021] - Link: https://www.turquazz.com/turkish-military-songs-that-could-

almost-belong-to-musicals/

Military music is often considered to be agressive, so here are some Turkish military songs that tell stories of restoration without provoking people to fight.

A Brand New Horror Film Experience With The Turkish Cinema

[2021] - Link: <u>https://www.turquazz.com/a-brand-new-halloween-experience-</u>

turkish-horror-films/

Halloween is over, Día de Muertos is here and the horror film season has just began. Here's a selection of Turkish horror films to spice things up for you.

Best Examples Of Turkish Music In Video Games

[2021] - Link: <u>https://www.turquazz.com/video-games-soundtracks-inspired-from-</u>turkish-music/

From Battlefield One to Hearts of Iron VI, here are the finest musical pieces that were made to represent a Turkish faction and create that Turkish ambiance.

Why We March

[2018] - Link: <u>https://bosphorusreview.com/why-we-march</u> A poem published in Bosphorus Review online literary magazine.

The Climb

[2018] - Link: <u>https://bosphorusreview.com/the-climb</u> A short story published in Bosphorus Review online literary magazine.

Downfall

[2017] - Link: <u>https://bosphorusreview.com/downfall</u> A short story published in Bosphorus Review online literary magazine.