



DAMIAN BECEDAS

GAME DESIGNER & NARRATIVE DESIGNER



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EDUCATION



Game Design
Futuregames
2020-2022

Game Design in Unreal & Unity
C# Scripting in Unity
Visual Scripting in Unreal Engine
Narrative Design



Game Development
Malmö University
2019-2020

C# Scripting in MonoGame
Game Design in Unity
Board game design



Game Design & Scripting
Södertörn University
2017-2018

C# Scripting in Unity
Level & Game Design in Unity
Board game design



Interactive Design
NTI Gymnasiet
2014-2017

Adobe programs
3D modeling & Animation
Board game design



FATSHARK

NARRATIVE DESIGNER

2022 - 2023

As a narrative designer at Fatshark for over a year, I have contributed to **Vermintide 2** and **Darktide** leading up to, during and after its release.

AREAS OF EXPERTIES

- Writing
- Narrative Systems Design
- Puzzle Design
- Dialogue Design
- Story Implementation

PROJECTS

Grief | PC Game

Game Design | Narrative | Writer | Perforce | UE4

Slime | PC Game

Game Design | Narrative | Writer | Product Owner | Perforce | UE4

The Stowaway | PC Game

Game Design | Narrative | Perforce | Unity

SKILLS



LANGUAGES

Swedish

English

Spanish