

Deniz Keles

PORTFOLIO

WEBSITE

LINK

Portfolio Website: <https://www.denizkeles.co>

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

Lead Narrative Designer | NOSCOPE STUDIOS

July 2023 - CURRENT(Project Based)

- Crafting **game design documents** that map out every aspect of the game world, including **level design, audio elements** and **mechanics**.
- Providing essential in-game information that integrates gameplay and narrative elements such as **item descriptions, UI descriptions** and **dialogue** and **integrating** these elements into **Unity**.
- Writing visually focused **screenplays** for the **cutscenes**.
- **Testing and giving feedback** on gameplay mechanics, game design aspects, bugs and anything that might need fixing or adjustments.

[LinkedIn](#)

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](#)

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](#)

Work Experience

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](#)

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.

[Website](#)

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

METAMORI

27/05/2023 – 10/06/2023

MetaMori is an adventure rpg with a touch of meta narrative story. As Mori defies the Mindcore and asserts his own agency, he embarks on a transformative adventure that challenges perceptions of control, freedom, and the nature of reality itself. Will Mori succumb to the Mindcore's power, or will he forge his own destiny and shape the fate of this microverse?

As the narrative designer I've created the game's main plotline and have created branching dialogues using Articy. I've also created the main setting and designed the level and shaped the characters within the setting. In addition to these I've composed the games soundtracks and designed the sound effects. Below is a link to the jam version of the game and our current GDD. The jam version is not yet complete, but we still wanted to get it out there before further development.

[Jam Version Link](#) | [Game Design Document](#) | [Soundtracks](#)

AELOR SHACKLED

27/05/2023 – 10/06/2023

Aelor Shackled is a side-scrolling adventure game that follows the journey of Alaric, a young and talented sorcerer. Tasked with uncovering the source of corruption plaguing the enchanted forest of Aelor, Alaric embarks on a quest to restore balance and harmony.

As the narrative designer for Aelor Shackled, I was responsible for crafting the captivating story, intricately designing the game's setting, and implementing various narrative elements such as engaging dialogues and immersive in-game text. I've also functioned as a QA Tester and tested the game's functionality many times.

[Game Link](#)

CRAWL BACK TO ME

01/04/2023 – 08/04/2023

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

14/05/2023 – 21/05/2023

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](#)

NUCLEAR APOCALYPSE SURVIVAL

29/04/2022 – 01/05/2022

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

[Game Link](#)

INTERGALACTIC TRADE

26/03/2022 – 31/03/2022

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

[Game Link](#)

ROOTS

28/02/2022 – 05/03/2022

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

[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

TURKISH HIGH-SCHOOL DIPLOMA (LISE DIPLOMASI)

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

Field of study: Turkish and Mathematics

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/>

Field of study: IB Mathematics, IB Turkish, IB Social Studies, IB Theatre and IB Environmental Systems

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

Narrative Design

Unity / Articy / Unreal / Ren'Py / Twine

Basic IT Literacy

Microsoft Office / Google Workplace / GitHub

Social Media and Content Management

LinkedIn / WordPress / WIX

Translation and Editing

Descript / Poedit / AegiSub

Script Writing

Final Draft / Celtx / Trelby

Remote Work Tools

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

Visual and Sound Design

Canva Editor / Audacity / Soundtrap™ / Waveform 12

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: <https://www.turquazz.com/shifting-a-culture-the-turkish-five-and-musical-westernization/>

Less than 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 aggressive, 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: <https://www.turquazz.com/a-brand-new-halloween-experience-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: <https://www.turquazz.com/video-games-soundtracks-inspired-from-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: <https://bosphorusreview.com/why-we-march>

A poem published in Bosphorus Review online literary magazine.

[The Climb](#)

[2018] - Link: <https://bosphorusreview.com/the-climb>

A short story published in Bosphorus Review online literary magazine.

[Downfall](#)

[2017] - Link: <https://bosphorusreview.com/downfall>

A short story published in Bosphorus Review online literary magazine.