

DENİZ KELEŞ

Ankara, Turkey | +90 532-682-4527 | denizkelessss@gmail.com

Portfolio: www.denizkeles.co | LinkedIn: [linkedin.com/in/denizkeles/](https://www.linkedin.com/in/denizkeles/)

Narrative Designer with 4 years of experience crafting game worlds, stories, and immersive systems. Specialized in technical implementation of branching narratives and system-driven storytelling. Published screenwriter and developer focused on high-concept world-building and narrative structure.

TECHNICAL SKILLS

- **Narrative Tools:** Articy:Draft - Twine - Inky.
 - **Game Design:** Unity - Unreal Engine - Ren'Py - GameMaker2 - Creation Kit.
 - **Programming & Version Control:** C# - HTML/CSS - VBA - Python - GitHub - Perforce.
 - **Writing & Scripting:** Final Draft - Celtx - Trelby - Figma.
 - **Audiovisual Design:** DaVinci Resolve - Audacity - Waveform 12.
-

PROFESSIONAL EXPERIENCE

Narrative Designer | Tetrachy Studios | Nov 2025 – Present | [Recommendation Letter](#)

- Spearheaded the narrative framework and lore for *Mandated Fate*, ensuring consistency across branching storylines.
- Developed and implemented conditional dialogue logic using Unreal Engine Blueprints.

Narrative Designer | Quantum Cat Interactive | Apr 2024 – Oct 2025

- Established the overarching lore and world-bible for *Catpocalypse*, a feline-themed tower defense title.
- Authored episodic scripts, character barks, and descriptions for levels and characters.

Quest & Narrative Designer | Beyond Skyrim | Feb 2023 – Mar 2024

- Designed and scripted high-fidelity quests using Bethesda's Creation Kit, ensuring compatibility with existing game systems.
- Expanded regional lore through the creation of in-game books, scrolls, and NPC backstories.

Producer & Game Designer | NIZ Productions (Self-Employed) | Mar 2022 – Present

- Solo-developed *The King's Courier*, a narrative-driven RPG. Used Articy:Draft to create a branched narrative, handled the programming and systems design.
- Created the illustrated crime thriller, *A Dark Light Shivers*, managed casting, voice direction, and sound design.
- Co-developed *Minesapper*, leading the game design, programming, UI and level design.

Scriptwriter | Jellysmack | October 2022 – December 2023 | [Recommendation Letter](#)

- Authored scripts for audio-narrated UGC videos and used voiceover tools for production.
- Performed quality control, including copy-checking, subtitle editing, and tagline creation.

Screenwriter | 4th Dimension Studio | October 2020 – May 2022

- Wrote and edited episodic screenplays, collaborating with technical consultants to maintain grounded realism within complex sci-fi narratives. Developed extraterrestrial civilizations.

GAME PROJECTS

- **Mandated Fate (2026):** I developed branching dialogue trees and implemented logic via Blueprints to handle player choice persistence.
 - **One More Round (2025):** I authored the central narrative and developed specialized time-loop dialogue mechanics to enhance player choice and consequence.
 - **A Mindful Descent (2025):** As the narrative designer, I developed the psychological horror narrative and world-building. I also created a mockup in-game website running on HTML.
 - **Minesapper (2025):** I co-developed the game and created its main gameplay mechanics, UI, and levels using Unity and C#.
 - **The King's Courier (2024):** As a solo dev, I designed branching dialogue flows in Articy:draft and implemented them into the game using C# scripts in Unity.
 - **Catpocalypse (2024):** I created the main narrative structure and episodic story elements as well as in-game texts and character barks.
 - **The Classrooms (2024):** As the project's Localization Specialist for the Turkish language, I managed the full translation of in-game and marketing content.
 - **Aelor Shackled (2023):** I pitched and wrote the main setting and storyline, and created action-dependent in-game dialogue.
-

EDUCATION

- **Associate of Science in Computer Programming** | Anadolu University (2026)
 - **Bachelor of Arts in English Literature** | Istanbul University (2020)
 - **International Baccalaureate (IB) Diploma** | American Collegiate Institute (2016)
-

LANGUAGES

- **Turkish:** C2 (Native)
- **English:** C2
- **German:** B1