

CLICK FOR PORTFOLIO

DENİZ KELEŞ

Writer & Narrative Designer

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EDUCATION

Bachelor of Science

Anadolu University

Computer Programming
2024 - 2026

Bachelor of Arts

Istanbul University

English Literature
2016 - 2020

IB High School Diploma

American Collegiate Institute

2011 - 2016

DIGITAL SKILLS

Game & Narrative Design

Unity / Articy / Unreal / Ren'Py / Twine /
C# / Inky

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

DaVinci Resolve / Audacity / GIMP
Waveform 12 / Aseprite / Blender

Content Management Systems

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](#) | [LinkedIn](#) | [YouTube](#)

Narrative Designer | QUANTUM CAT INTERACTIVE

April 2024 - CURRENT

[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

A MINDFUL DESCENT 2025

A Mindful Descent is a first-person psychological horror game where you play as a test subject who volunteered for a dream monitoring experiment conducted by the biopharma-neurotech titan Nyxcorp. I worked on the project as a narrative designer, creating the game world, in-game-texts and dialogue bits.

[Game Link](#)

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 I created as a solo dev. 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 words, for what you say can shape the fate of the land.

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

A DARK LIGHT SHIVERS 2024

A Dark Light Shivers is an illustrated crime-thriller series on YouTube that I have written and produced. I've collaborated with writers, voice actors, singers, and illustrators to create the first episode of this horror series, which follows two FBI agents and an enigmatic British operative as they team up against a cult called The Endseekers, a group striving to summon Karashan, an eldritch being intended to bring an end to our world's existence in this dimension.

[Episode 1](#) | [IMDb](#)

DEEP DREAD 2024

Deep Dread is a 2D side-scrolling action-adventure set in underwater caves, where you scavenge for gear to survive. As the narrative designer, I created the concept, wrote the GDD, integrated the story, and designed levels in Unity. I've also composed the soundtrack and SFX.

[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 helped as a QA Tester.

[Game Link](#)

CRAWL BACK TO ME 2023

Crawl Back To Me is a dungeon crawler game created for the Dungeon Crawler Game Jam 2023. As the narrative designer, I was responsible for crafting 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 has a rich environment, ambient music, and an entertaining story.

[Game Link](#)

ROOTS 2022

A text-based browser game about a stranded man's descent into madness as he struggles to survive on an island where he's been abandoned to die for his forbidden use of necromancy.

[Game Link](#)

NUCLEAR APOCALYPSE SURVIVAL 2022

A text-based browser game designed to simulate decision-making processes during moments of crisis, allowing players to explore the consequences of their choices.

[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](#)