Bjarke Alexander Larsen

Writer, Programmer, Designer.

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Born 21st June 1993.

Game developer and writer working with text and play.
I program games and study their narratives academically, learning both the technical aspects of game development and how stories are told within interaction.
Over the last six years, I've written a book and a half, a multitude of short stories, blogs, poems, interactive fiction, and other odd-jobs of writing.
These separate skills give me a unique blend of abilities for interactive storytelling.
See what I do at http://www.bjarke.it/aboutme/

Experience

2017-2019	**Programmer, Unity Developer (Part time)** *Pointvoucher* • Sole programmer of "Tal Ordentligt" (now discontinued), part of the development on close to all other games in Pointvoucher's library, including maintenance on their older games.
2018-2019	**Research Assistant (Part time)** *Aalborg University* • Primary research assistant on the "VIZARTS" project, a collaboration between academia and the technical film industry in Denmark to create new forms of storytelling.
2016	**Intern, Design.** *Oubliette Entertainments Ltd.* (as 9th semester on MSc) in London • Helped create FRAMED, a live-streamed Escape Room for Alibi, UKTV. Researched props and constructed puzzles. • Helped create RETHINKERS, an ARG for recruitment for Dyson. Created a Twine-based puzzle. Helped create an Escape-room-in-a-box experience, from concept to prototype
2016	**Intern, Writing.** *Refactored Games* • Helped design and write story for missions. Wrote barks and ambient dialogue.

Projects

2019	**Programmer** *Flux* • Interactive Documentary for museum exhibit, about our relationship to gender and how it changes.
2015	**Creator** *Eravola* Interactive fiction game. Awarded a "Runner-up" position in the WAG (Write-a-game)-challenge.
2014-2016	**Writer, Designer, Programmer** School Game Projects: *THINQ Game Production* and *Terra Nostra.* • Game productions with 6 friends, and one with 30, during the MSc and BSc, respectively.

Publications

2016	*"The Narrative Quality of Game Mechanics"*. ICIDS 2016, Springer. Exploring how game mechanics can be narrative.
2015	*"The Moody Mask Model"*. ICIDS 2015, Springer. Exploring a social simulation driven by personality masks.

Education and Courses

2015-2017 (Current)	**MSc in Medialogy with a Games Specialisation** *Aalborg University Copenhagen* A continuation of the BSc. Here I focused on storytelling in interactive media, esp. video games, Environmental Storytelling, Interactive Storytelling, and, with my thesis, The Narrative Quality of Games and Play.
2012-2015	**BSc in Medialogy** *Aalborg University Copenhagen* - A project-based education on interactive digital media technology, where I learned: - Programming in C#, C++, Processing, ActionScript. - Interactive Narrative structures and design. - Interaction design, HCI, and perception and cognition of media. - Digital signal processing (audio and video). - Screen media, cinematic techniques, and dramaturgy.
2015	**Arvon Course in Experimental Writing**

Skills

Excellent working knowledge of Unity3D and C# (some experience with C++)

Good experience with narrative structure and pacing.

Working experience with branching, interactive narratives, through Twine and Unity.

Applied knowledge of game design methods and theories.

Good practical knowledge of game development workflows and pipelines, including tools such as Git, Sourcetree, Jira, Slack, etc.

Great working knowledge of project and group work, time management, and deadline driven production.

Experienced with agile development practices.

Experienced with experiment design and UX.

Good experience with prototyping and iterative design.

Excellent problem solving and debugging skills.

Good experience giving and receiving feedback, on programming and creative writing.

Basic knowledge of other game development tools such as Maya, Photoshop, and Wwise.

Fluent in Danish and English. Knowledge of French from high school.