

# Bjarke Alexander Larsen

Technical Narrative Designer, Community Researcher

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## Skills

Software	Unity3D, Git, Spreadsheets, Twine, Git, Jira, Confluence, Slack, Google Suite
Languages	C#, Python, ink, html/css — English, Danish
Creative	Creative Writing, Research, Prototyping
Research	Qualitative methods, Interviews, Ethnography, Surveys, A/B testing
Soft Skills	Communication Skills, Project Management, Public Speaking, Agile, Giving and receiving feedback.
Other	Da Vinci Resolve, Ableton Live, Bouldering

## Projects

12/2025 – 3/2025	<b>Designer, Producer</b> <i>What is BRG?</i> – GDC 2026 Alternate Reality Game Official ARG for GDC 2026, sponsored by Informa. <i>Team size: 7 people</i> <ul style="list-style-type: none"><li>• Designed and implemented 4+ puzzles, created puzzle flow for the whole week of GDC.</li><li>• Organized and managed 40+ "NPCs" during the conference.</li><li>• Managed production of designers and programmers.</li></ul>
7/2023 – 3/2025	<b>Creative Director</b> <i>Telegrams from the Choir Train</i> – Experimental narrative discord bot game. Part of GDC 2026 Experimental Games Showcase. <i>Team size: 6 people</i> <ul style="list-style-type: none"><li>• Assembled the team, directed production, and conducted 5+ playtests.</li><li>• Built a unique post-post-apocalyptic fantasy setting, and wrote most of the narrative.</li><li>• Implemented the bot in Python, including a custom quality-based storylet system.</li></ul>
12/2021 – 7/2025	<b>Researcher</b> <i>Destiny Narrative Project</i> – Research study PhD Research project into the relationship between live development and storytelling in Destiny 2. <ul style="list-style-type: none"><li>• Deployed and analyzed a survey, inspired by research in collective memory.</li><li>• Performed digital ethnography for 2½ years in the Destiny community.</li><li>• Conducted qualitative interviews with players and developers.</li></ul>
1/2021 – 7/2023	<b>Narrative Designer</b> <i>The LUX</i> – Alternate Reality Game Research project on using ARGs to study complex psychological and social structures such as resilience in everyday situations. <ul style="list-style-type: none"><li>• Wrote the narrative of the ARG and collaboratively designed puzzles for research needs.</li><li>• Conducted countless playtests on multiple iterations of the game, interacting with and observing player behavior as a character within the game.</li><li>• Analyzed, coded, and presented complex findings on player's behavior.</li></ul>

## Work Experience

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3/2026 – Now	<b>Narrative Designer (Contract)</b> <i>Reality Reload</i> — Alexandria, VA, USA ( <i>Remote</i> ) Indie game company, making “ <i>H1B.Life</i> ”. <ul style="list-style-type: none"><li>Created narrative systems and designed the narrative structure of the game.</li></ul>
1/2026 – Now	<b>Narrative Designer (Contract)</b> <i>Ludo Systems</i> — Santa Cruz, CA, USA ( <i>Remote</i> ) Indie game company, making “ <i>Collector’s Edition</i> ”. <ul style="list-style-type: none"><li>Ideated and implemented prototypes for narrative systems and gameplay.</li></ul>
11/2025 – 3/2026	<b>Community Manager, Social Video Producer (Volunteer)</b> <i>Studio T12</i> — Santa Cruz, CA ( <i>Remote</i> ) Indie game company, making “ <i>Silent Numbers</i> ”. <ul style="list-style-type: none"><li>Organized the community Discord server and wrote biweekly developer updates.</li><li>Produced and edited video content for social media</li></ul>
7/2017 – 12/2019	<b>Programmer (Unity, C#)</b> <i>Pointvoucher</i> — Copenhagen, DK Startup mobile game developer, making branded casual games. <ul style="list-style-type: none"><li>Implemented gameplay and UI for 6 mobile games in collaboration with a multinational development, backend, and design team.</li><li>Maintained all live games with regular updates and fixes as needed from the support team and technical requirements.</li></ul>
9/2016 – 12/2016	<b>Design Assistant (Internship)</b> <i>Oubliette Entertainments Ltd.</i> — London, UK Freelance game design company, working on Escape Rooms, ARGs, and other playful experiences. <ul style="list-style-type: none"><li>Helped construct puzzles for <i>FRAMED</i>, a live-streamed Escape Room for Alibi, UKTV.</li><li>Helped on <i>RETHINKERS</i>, an ARG for recruitment for Dyson. Created a Twine-based puzzle.</li><li>Helped create an Escape-room-in-a-box experience, from concept to prototype.</li></ul>
2/2016 – 5/2016	<b>Writer (Internship)</b> <i>Refactored Games</i> — Copenhagen, DK Indie game company, making “ <i>Unclaimed World</i> ”. <ul style="list-style-type: none"><li>Helped write story missions, barks and ambient dialogue.</li></ul>

## Education

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Sep 2020 – Aug 2025	Ph.D, Computational Media <i>University of California, Santa Cruz, CA, USA</i>
Sep 2015 – June 2017	MSc, Medialogy (Games) <i>Aalborg University, Copenhagen, Denmark</i>
Sep 2012 – June 2015	BSc, Medialogy <i>Aalborg University, Copenhagen, Denmark</i>

**Bjarke** [Bjar-ge]: [Bj] like Björk, [arr] like a sad pirate, [ke] like kernel.  
It’s old Norse and means *bear*, which is the opposite of what I look like.

## Publications

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1. **Larsen, B. A.** *Communal Narrative Play in Perennial Games* PhD thesis (University of California, Santa Cruz, 2025).
2. **Larsen, B. A.** & Carstensdottir, E. Guardians Make Their Own Fate. *The Psychgeist of Pop Culture: Destiny* (2025).
3. **Larsen, B. A.** & Carstensdottir, E. *Community, Storytelling, and Play: Making and Breaking Rituals in Destiny 2* in *Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems* (Association for Computing Machinery, Honolulu, HI, USA, 2024).
4. **Larsen, B. A.** & Carstensdottir, E. *The Masquerade of Play: A Reappraisal of the Magic Circle* in *Proceedings of the 19th International Conference on the Foundations of Digital Games* (Association for Computing Machinery, Worcester, MA, USA, 2024).
5. **Larsen, B. A.** & Carstendottir, E. “Anything a Guardian Does Is Canonical”: Player Understanding of Canon in *Destiny* in *CHI Play 2023 7* (Association for Computing Machinery, New York, NY, USA, 2023).
6. **Larsen, B. A.**, Junius, N. & Carstensdottir, E. *Communal Ritual Play: Repetition and Interpretation of Game Narratives Across Communities* in *Interactive Storytelling: 16th International Conference on Interactive Digital Storytelling, ICIDS 2023, Kobe, Japan, Proceedings* (Springer, 2023).
7. **Larsen, B. A.** & Carstensdottir, E. *Myth, Diegesis and Storytelling in Perennial Games* in *Interactive Storytelling: 15th International Conference on Interactive Digital Storytelling, ICIDS 2022, Santa Cruz, CA, USA, December 4–7, 2022, Proceedings* (2022), 634–650.
8. **Larsen, B. A.** & Carstensdottir, E. *Wrestling with Destiny: Storytelling in Perennial Games* in *International Conference on Interactive Digital Storytelling* (2021), 236–254.
9. **Larsen, B. A.** & Schoenau-Fog, H. *Making the Player the Detective* in *Proceedings of the 15th International Conference on the Foundations of Digital Games* (2020), 1–8.
10. **Larsen, B. A.**, Bruni, L. E. & Schoenau-Fog, H. *The story we cannot see: on how a retelling relates to its afterstory* in *International Conference on Interactive Digital Storytelling* (2019), 190–203.
11. **Larsen, B. A.** & Schoenau-Fog, H. “Well, That was Quick”—towards storyworld adaptivity that reacts to players as people in *Interactive Storytelling: 12th International Conference on Interactive Digital Storytelling, ICIDS 2019, Little Cottonwood Canyon, UT, USA, November 19–22, 2019, Proceedings 12* (2019), 204–213.
12. Schoenau-Fog, H. & **Larsen, B. A.** *Creating Interactive Adaptive Real Time Story Worlds* in *Interactive Storytelling* (eds Rouse, R., Koenitz, H. & Haahr, M.) (Springer International Publishing, Cham, 2018), 548–551.
13. **Larsen, B. A.** *The Narrative Quality of Games and Play* MA thesis (Aalborg University, CPH, 2017).
14. **Larsen, B. A.** & Schoenau-Fog, H. *The Narrative Quality of Game Mechanics* in *Interactive Storytelling: 9th International Conference on Interactive Digital Storytelling, ICIDS 2016, Los Angeles, CA, USA, November 15–18, 2016, Proceedings 9* (2016), 61–72.
15. **Larsen, B. A.**, Andkjær, K. I. & Schoenau-Fog, H. *The Moody Mask Model* in *Interactive Storytelling* (eds Schoenau-Fog, H., Bruni, L. E., Louchart, S. & Baceviciute, S.) (Springer International Publishing, Cham, 2015), 69–80.