

Bjarke Alexander Larsen

Technical Narrative Designer, Community Researcher

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Skills

Software	Unity3D, Git, Spreadsheets, Twine, Jira, Confluence, Slack, Google Suite, Unreal
Creative	Creative Writing, Dialogue, Interactive Narrative, Story Pacing, Research, Prototyping
Languages	C#, Python, ink, html/css — English, Danish
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	Designer, Producer <i>What is BRG?</i> – Alternate Reality Game Official ARG for GDC 2026, sponsored by Informa. <i>Team size: 7 people</i> - Designed and implemented 4+ puzzles, utilizing physical props, websites, and on-site clues at the GDC conference. - Created the puzzle flow for the whole week of GDC, connecting all puzzles on a flowchart. - Organized and managed 40+ "NPCs" during the conference, ensuring a smooth player experience behind the scenes. - Managed production, improved workflows to ensure all puzzles, props, and websites were delivered on time.
7/2023 – 3/2025	Creative Director <i>Telegrams from the Choir Train</i> – "Communal tamagotchi" narrative Discord Bot game. Presented at the GDC 2026 Experimental Games Showcase. <i>Team size: 6 people</i> - Assembled the team and directed production of writers, programmers, and another designer. - Built a unique post-post-apocalyptic fantasy setting, and wrote most of the narrative. - Implemented the game in Python, including a custom quality-based storylet system.
12/2021 – 7/2025	Researcher <i>Destiny Narrative Project</i> – Research study PhD Research project on the relationship between live development and storytelling in Destiny 2. - Deployed and analyzed a survey, inspired by research in collective memory. - Performed digital ethnography for 2½ years in the Destiny community. - Conducted qualitative interviews with players and developers.
1/2021 – 7/2023	Narrative Designer <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. - Wrote the narrative of the ARG and collaboratively designed puzzles for research needs. - Conducted countless playtests on multiple iterations of the game and interacted with and observed player behavior as a character within the game. - Analyzed, coded, and presented complex findings on player's behavior.

Work Experience

3/2026 – Now	Narrative Designer (Contract, Part time) <i>Reality Reload</i> — Alexandria, VA, USA (<i>Remote</i>) Indie game company, making “ <i>H1B.Life</i> ”. Created narrative systems and designed the narrative structure of the game.
1/2026 – Now	Narrative Designer (Contract, Part time) <i>Ludo Systems</i> — Santa Cruz, CA, USA (<i>Remote</i>) Indie game company, making “ <i>Collector’s Edition</i> ”. Ideated and implemented prototypes for narrative systems and gameplay.
11/2025 – 3/2026	Community Manager, Social Video Producer (Volunteer) <i>Studio T12</i> — Santa Cruz, CA (<i>Remote</i>) Indie game company, making “ <i>Silent Numbers</i> ”. - Organized the community Discord server and wrote biweekly developer updates. - Produced and edited video content for social media
7/2017 – 12/2019	Programmer (Unity, C#) <i>Pointvoucher</i> — Copenhagen, DK Startup mobile game developer, making branded casual games with live updates. - Implemented gameplay and UI for 6 mobile games in collaboration with a multinational development, backend, and design team. - Created, maintained, and executed workflows for regular updates (levels, features) and fixes for existing live games.
9/2016 – 12/2016	Design Assistant (Internship) <i>Oubliette Entertainments Ltd.</i> — London, UK Freelance game design company, working on Escape Rooms, ARGs, and other playful experiences. - Helped construct puzzles for <i>FRAMED</i>, a live-streamed Escape Room for Alibi, UKTV. - Helped on <i>RETHINKERS</i>, an ARG for recruitment for Dyson. Created a Twine-based puzzle. - Helped create an Escape-room-in-a-box experience, from concept to prototype.
2/2016 – 5/2016	Writer (Internship) <i>Refactored Games</i> — Copenhagen, DK Indie game company, making “ <i>Unclaimed World</i> ”. Helped write story missions, barks and ambient dialogue.

Education

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.