

# ANNA KARINA BERMUDEZ

*Narrative Designer, Writer*

*Gameable mentor*

(Personal information removed for public sharing. Please contact me via LinkedIn!)

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[Linkedin](#)

## PROFESSIONAL EXPERIENCES

### NARRATIVE DESIGNER

Feb 2025 — Mar 2025

*Behaviour Interactive (Short-term contract)*

- Unannounced game with an existing and very popular IP
- Wrote **character voice lines**, quotes and barks.
- Created **game narrator** lines, delivering unique lines triggered by specific events within the game.
- Wrote tutorials, the game's database and other narrative elements, **enhancing the overall feel of the IP.**

### NARRATIVE & GAME DESIGNER

May 2022 — Nov 2024

*Reflector Entertainment*

- **Pod Owner of the Journal feature:** Led the development of the Journal feature, collaborating with the World Architect to write and design Journal entries.
- **Pod Owner of the Collectibles feature:** Worked with the UI department to design and implement the Collection Menu.
- **Pod Owner of Player Progression:** Collaborated with the UI department to design and develop the Skill Tree / Created and balanced new skills in partnership with the Combat team / Worked with the LD team to develop tutorials.
- Partnered with the Narrative Director to **ensure consistency in the IP vision** throughout the game.
- **Wrote texts** for the tutorials, menus, DLC content, branching/non-linear stories set in the universe of Unknown 9, and blog posts for Bandai Namco's website, etc.

### GAME DESIGNER

Jan 2020 — Apr 2022

*Megazebra*

- Worked on a **live service game.**
- Designed and implemented new features to **enhance daily player retention and monetization.**
- **Improved existing features** to align with current trends in the mobile gaming industry.

### NARRATIVE DESIGNER

Aug 2018 — Jan 2019

*Stockholm Syndrome.AI (Short-term contract)*

- Developed **detailed character profiles**, including personality traits and voice.
- Contributed to the creation of cinematic, **ensuring cohesive narrative flow.**
- **Collaborated with the game writer** to support and design various narrative features.

## EDUCATION

- **Become a Game Writer, ELVTR**
- **Level Design, Campus ADN**
- **Cinéma, Cégep de Rosemont**

Aug 2023 — Oct 2023

Aug 2017 — Jul 2018

2016

## SKILLS

- Unreal 5
- Unity
- Articy, Twine
- Creating immersive narrative experiences
- Knowledge of current trends in the video game industry and literature
- Writing dialogue, and creative writing
- Outlining, narrative structure, and analysis

