Oğuzhan Açıkalın, DMD

(he/him & they/them)

Technical Narrative Designer & Writer

Istanbul, Turkey| oguzhanacikalin77@gmail.com | Website & Portfolio | LinkedIn

SUMMARY

- Interactive fiction, science fiction, fantasy and horror writer with published short stories in print and online.
- Active game writing across visual novels and choice-driven narratives.
- Writer and narrative designer of *Livber*, released on Steam in October 2025, and *Kardiya*, a narrative RPG in development.
- Co-founder of InEv Games and InEv Creative. Game designer and writer on Potato.exe and Data.exe, both with Steam demos.
- Experienced with player-agency design, stat/variable systems, branching structures and editorial workflows. Comfortable writing in US English and collaborating through reviews and revisions.
- Avid tabletop FATE RPG designer & GM.

RELEVANT WORK EXPERIENCE

CO-FOUNDER | INEV GAMES & INEV CREATIVE | ONGOING

- Co-founded the studios developing Livber and Kardiya and publishing games on Steam.
- Lead writing and narrative design across the studios' projects.

WRITER & NARRATIVE DESIGNER | GHOST IN THE NET | SOLO PROJECT | 2026 | BROWSER GAME

- Wrote and built a Twine infiltration game with stat-based routes, persistent story state and passage minigames.

GAME DESIGNER, WRITER & PROGRAMMER | DATA.EXE | TUESDAY MARKET / INEV CREATIVE | 2026 | STEAM DEMO

- Designed the automation economy and priced upgrades against real play logs. Wrote the colleagues' letters.

GAME DESIGNER, WRITER & PROGRAMMER | POTATO.EXE | INEV GAMES | 2026 | STEAM DEMO

- Balanced the wheel-spin economy with a simulator and paced story events to player income.
- Wrote the five-act narrative and corporate humour.

TRANSLATOR | BALDUR'S GATE II TURKISH FAN TRANSLATION | TEAM PROJECT | 2026 | DISCONTINUED

- Completed Hexxat's dialogue translation. The wider fan translation ended unfinished.

NARRATIVE DESIGNER & GAME DESIGNER | TALES OF THE TRADE | UNIQUENPC | NOV 2025–PRESENT

- Narrative and game design in Unreal Engine on a professional production. Details are under NDA.

TECHNICAL NARRATIVE DESIGNER | MILORD | IBRIGHT GAMES | FEB 2025–PRESENT | EARLY ACCESS

- Built the writer's court scenes in VSM and connected choices to costs, persistent states, map events and follow-up scenes.
- VSM is our in-house node-based writing tool for Unity.

WRITER & NARRATIVE DESIGNER | LIVBER: SMOKE AND MIRRORS | INEV GAMES | SEP 2024–OCT 2025 | RELEASED

- Wrote the 48,014-word script and designed its branching structure and eight endings.
- Built scenes in artic y:draft, prepared storyboards for the art team and maintained revision logs.

TECHNICAL NARRATIVE DESIGNER & WRITER | KARDIYA: THE WINDS OF FATE | INEV GAMES | AUG 2024–PRESENT

- Designed the narrative structure and the writers' workflow, including 12 global flags and 67 chapter variables.
- Specified challenge and action nodes with the developer, wrote the game text and built the scenes in VSM.

Tabletop RPG Designer & Game Master | FATE Settings | 2023–Present

- Wrote settings, scenarios and custom rules for Microcosm, DataGoblins, Project Nodens and The Parliament Politics.

CONTENT CREATOR | FANTASTIK CANAVARLAR | 2022–2024

- Wrote news and film and game reviews for a Wizarding World fan site.

CONTENT CREATOR | KAYIP RIHTIM | ONGOING

- Produced articles and fiction.
- Collaborated with editors on style, headlines, and sourcing.

CONTENT CREATOR & EDITOR | MASA DERGISI

- Produced articles and editorial content for the magazine.
- Edited contributor pieces for style, structure and consistency.

INTERACTIVE STORY AUTHOR | USTORY | PART 1 PUBLISHED

- Wrote Four-Legged Werewolf, a mobile interactive mystery with nine endings and variable-based choices.

WRITER & GAME DESIGNER | THE DAWN: RESURRECTION | PRE-DESIGN

- Designed a family survival premise and the day/night narrative structure.
- Planned modular encounters and wrote dialogue to test the design. No playable build yet.

SELECTED PUBLICATIONS & LINKS

- Book: The Dome of the West
- Children's book: The Star That Became a Pearl
- Published short fiction in print and online.
- Author page: Kayıp Rıhtım
- Author page: Fantastik Canavarlar
- Geekyapar! essay: The Music of the Ainur and Tolkien's Worldbuilding
- Masa Dergisi: masadukkan.com
- itch.io: Livber: Smoke and Mirrors
- itch.io: Kardiya: The Winds of Fate
- Steam: Potato.exe
- Steam: Data.exe
- Ustory: Four-Legged Werewolf

RELEVANT TRAINING

NARRATIVE DESIGN MASTER CLASS: WRITE STORIES FOR VIDEO GAMES | EMILIO PADULO, 2025

Topics: Narrative systems, quest structure, branching & pacing, implementing feedback.

WRITING INTERACTIVE STORIES FOR VIDEO GAMES & OTHER FORMATS | PROF. MICHAEL MCINTYRE, 2025

Topics: Interactive story plotting, how to increase player agency, scene goals and revisions.

GAME WRITING: STORYTELLING THROUGH VIDEO GAME DESIGN | JENNY HIDE & GWEN DAVIES, 2025

Topics: Creating character arcs, meaningful dialogue trees, questlines, theme-to-mechanics alignment.

STORY AND NARRATIVE DEVELOPMENT FOR VIDEO GAMES | COURSERA, DARIUSH DERAKHSHANI, 2024

Topics: Main story pillars, visual and environmental storytelling, production, collaboration.

WORLD DESIGN FOR VIDEO GAMES | COURSERA, THÉOTIME VAILLANT, 2024

Topics: Worldbuilding pillars, environmental storytelling, documentation.

Applied in: **Milord**, **Livber: Smoke and Mirrors – Prologue**, **Kardiya: The Winds of Fate** (branching narrative and lore consistency).

RELEVANT SKILLS

- MS Office
- Canvas
- Canva
- Arcweave
- Yarn Spinner
- articy: draft X
- Twine
- Ink
- ChoiceScript
- Unity
- Dialogue System for Unity
- Chat Mapper
- Articulate Storyline

LANGUAGES

- Turkish (Bilingual proficiency)
- English (Bilingual proficiency)
- German (Working proficiency)
- Japanese (Elementary)