



GAME DESIGNER

Ariadna Sevcik

OBJECTIVE

I want to create impactful stories and interesting characters. Making players feel as they go through the levels of the game.

PROJECTS

IN THE TRACKS OF FATE (GAMEJAM) – 2025 [\[LINK\]](#)

Designer & trailer making

ALIEN: NEMESIS – 2024 [\[LINK\]](#)

Producer, designer (narrative design, script writing, character design) & trailer making

LOST IN DREAMS (GAMEJAM) – 2024 [\[LINK\]](#)

Designer (level & narrative design), artist (dream world & NPCs) & trailer making

THE HOUND OF HADES (VR GAME) – 2024 [\[LINK\]](#)

Designer

THE TOY BOX – 2023 [\[LINK\]](#)

Lead designer (Narrative design, script writing, character design, level design, puzzles)

CHOSEN BY DEATH (GAME CONCEPT) – 2024 [\[LINK\]](#)

Designer (Narrative design, world building, character design)

FLEE THE UNDERWORLD (BOARD GAME) – 2022

[\[LINK\]](#)

Designer & artist

A FOREST ADVENTURE – 2022 [\[LINK\]](#)

Designer & programmer

NO TIME TO DI(C)E (GAMEJAM) – 2022 [\[LINK\]](#)

Designer & artist (Enemy design & animation)

A GAME WITH THE FAE (ANIMATIC) – 2022 [\[LINK\]](#)

WIZARD TOWER (3D ENVIRONMENT) – 2022 [\[LINK\]](#)

CONTACT

Barcelona, Spain
ari.sevcik.navarro@gmail.com
+34 678 15 03 02
<https://arisevcik.github.io/>

EDUCATION

CITM-UPC

DISEÑO Y DESARROLLO DE VIDEOJUEGOS (2021-)

COLEGIO CRISTO REY ALTAMIRA (VENEZUELA)

High school

LANGUAGES

English
Spanish

SKILLS

Narrative design
Level design
Storytelling
Character design
Organization

TOOLS

Unity
C++
Photoshop
Aseprite
Tiled
DaVinci Resolve
Trello
HacknPlan