



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

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

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EDUCATION

CITM-UPC

Diseño y desarrollo de videojuegos (2021-)

COLEGIO CRISTO REY ALTAMIRA (VENEZUELA)

Bachillerato

LANGUAGE

English
Spanish

SKILLS

Level design
Storytelling
Character design
Organization

TOOLS

Unity
C++
Photoshop
Aseprite
Tiled
DaVinci Resolve
Trello
HacknPlan