



# Wen-yi Tseng.


Narrative Designer & Writer


Aspiring narrative designer and writer with experience in indie game development, interactive media, and various literary genres, complemented by four years of experience in content creation and translation. With a background in literature and psychology, I excel at crafting complex storylines and developing compelling characters grounded in a deep understanding of narrative structure and human behaviour. A proactive, organised, versatile professional, I am self-motivated, possess exceptional problem-solving skills and a keen eye for detail. Passionate about innovative storytelling, I am eager to apply my unique blend of skills and creativity to your game development team.


## CONTACT

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 Taipei, Taiwan  
London, United Kingdom

## SKILLS

Narrative Design, Story Development, Character Development, Branching Storylines, Interactive Storytelling, Visual Storytelling, Scriptwriting, Screenwriting, Creative Writing, Game Design, Research, Problem-solving, Collaboration, Communication, Translation, Interpretation, Attention to Detail, Adaptability

## TOOLS

### Narrative Design

Twine 

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### Screenwriting

Final Draft 

### Game Development

Unity 

RPG Maker MV 


### Media and Design

Adobe Creative Cloud 

Procreate 

Figma 


Miro 

Audacity 

### Office and Productivity

Microsoft Office 

Google Workspace 

Déjà Vu X3 (CAT Tool) 

## EDUCATION

**MA Comparative Literature** Sep 2021– Sep 2022  
University College London (Distinction)

- Thesis (Distinction): ‘Space, Memory and a Sense of Place in Postcolonial Cities: A Comparison of Glenn Patterson’s *That Which Was* and Hu Shu-wen’s *The Sun Bleeds Black*’
- Coursework in Literary Cartography, Postcolonial Theory, Topics in Cultural Studies: City, Theoretical Issues in History and Literature

**BA Foreign Languages and Literatures** Sep 2015 – Jun 2020  
National Taiwan University (GPA 4.04 out of 4.3)

- Coursework in 20th Century Literature, Victorian Literature, Medieval Literature, European Literature Since 1800, Postcolonial Studies, Irish Literature, Arthurian Legends, Modern Western Drama

### BS Psychology

National Taiwan University

- Coursework Perceptual Psychology, Social Psychology, Personality Psychology, Developmental Psychology, Brain and Mind, Sociology

### Chinese-English Translation and Interpretation Program

National Taiwan University

## WORK EXPERIENCE

**Animation Scriptwriter** Jul 2024 – Present

- Cooperate with other writers to develop an animation for toddlers

**Manga Storywriter** Jul 2024 – Present

- Create and develop characters, stories, and plots for manga

**Game Writer** Jul 2024 – Present

Anzir, remote

- Design and write mystery acts, a scripted role-play game

**Digital Marketing Specialist** Mar 2024 – Present

Taipei Digital, Taipei, Taiwan

- **Product Planning:** conceptualise and plan new digital products and features; generate design specifications; UI design and UX writing
- **Product Management:** drive the product lifecycle from ideation to launch, coordinating with engineering, design, marketing, and sales teams
- **Marketing:** execute comprehensive market, competitor, and consumer research; craft and carry out marketing plans; copywrite and create digital content
- **Event Management:** orchestrate events, including workshops and webinars
- **Social Media Management:** craft and implement social media strategies to enhance brand presence and engage with the target audience
- **Localisation:** partner with the product development team to localise

## LANGUAGES

Mandarin/Chinese



English



Japanese



## ADDITIONAL TRAINING

### RPG Writer Workshop

Storytelling Collective | Jun 2024 – Present

- Write a one-shot adventure for a TTRPG game

### Screenwriting for Animation with Adam Wei

Animation & Visual Effects Association | Jun 2024 – Present

- Write animation screenplays tailored for specific target audiences

### Writing the Short with Prof John Warren

Young Screenwriters | Jun 2024 – Jul 2024

- Wrote a professional, shootable short screenplay

### Learn Screenwriting for Film with Hsiao Yeh

UNITAS Writing School | Sep – Nov 2023

- Learned about screenwriting for film
- Completed the short film script *Rewind*

### Narrative Design for Video Games with Victor Ojuel

Domestika | Jul – Aug 2023

- Learned the basics of narrative design

## ACHIEVEMENTS

### Best Storytelling Award

ACG Storytelling Boardgame Party | Mar 2024

- For best storytelling with assigned elements

### Paper Presenter

Annual CLAROC Convention: Speed

Shambles, NTNU, Taipei, Taiwan | Jun 2022

- Presented ‘Impact of Social Acceleration on Taiwanese Youth: World Weariness and Black Humour in Luo Shi-ting’s *Pulp Fiction*’

### Paper Presenter

Signs: A Multidisciplinary Conference” at

Rutgers U., New Jersey, US. | Apr 2022

- Presented ‘The Semiotic City of Trauma in W. G. Sebald’s *Austerlitz*’

### Best Paper Award and Paper Presenter

Situations: International Conference for

Graduates: Antagonism in Asia: The Fault-lines of Conflict, Yonsei U., Seoul, Korea | Feb 2022

- Presented ‘Historical Atrocities Beyond the Past: The Narrative of the White Terror in “It’s time for it to be time”: *Selected Fiction of the White Terror in Taiwan*’

### Passages: 13 Contemporary Taiwan Poets

NTU Creative Writing Translation Workshop,

Taipei, Taiwan | Feb – Jul 2019

- Translated poetry under the supervision of George O’Connell and Diana Shi

### Academic Team Member

DFLG Graduation Production | Sep 2018 – Jul 2019

- Analysed drama Martin Crimp’s *Attempts on Her Life* and advised on stage performance

software and user manuals into Japanese and English using CAT tools

- **Quality Assurance:** test products to identify potential issues and recommend further improvements

### Interpreter

Mar 2023 – Aug 2023

WORD360, London, UK

- Interpreted between English and Chinese for the NHS, charities, private businesses and local authorities by phone, addressing cultural nuances

### Translator

Jun 2021 – Aug 2021

Amnesty International Taiwan, Taipei, Taiwan

- Translated articles, video subtitles, and human rights reports from English to Chinese, motivating readers to take actions on human rights issues through effective storytelling while meeting tight deadlines

### Operation Intern

Apr 2021 – Jun 2021

National Centre of Photography and Images, Taipei, Taiwan

- Translated and proofread marketing texts and newsletters

### Translation Intern

Sep 2019 – Jan 2020

Up Media, Taipei, Taiwan

- Translated commentaries on Project Syndicate from English to Chinese
- Maintained a unique storytelling voice for each writer according to his role while working with various linguistic registers and rhetoric devices

### Freelance Translator

May 2019

- Translated the preface of the fantasy novel *Truest Colour* from English to Chinese, ensuring the author’s voice aligns with the style of the novel

## GAME PROJECTS

### More Sugar? More Salt?

Exhibition puzzle game | Narrative designer, writer | Complete

*More Sugar? More Salt?* is designed for an exhibition at the National Museum of Taiwan Literature. It uses captivating storytelling to engage museumgoers and passersby with literary works displayed onsite.

### Celestia (provisional)

Interactive graphic novel | Narrative designer, writer | In progress

*Celestia* is an interactive graphic novel set in the futuristic city of Celestia. You will explore various locations and make choices to unravel the mysteries beneath its utopian facade.

### The Unfinished Case

Room escape game | Narrative, level designer | In progress

*The Unfinished Case* is a first-person room escape game. You find yourself in a familiar room, alone and memory lost. In order to retrieve your memory, you begin to scavenge items and clues, gradually recalling a grand scheme you were on the verge of exposing as a journalist.

### Oneiroi

Adventure RPG | Designer, writer, artist | In progress

*Oneiroi* is an adventure RPG game infusing Greek mythology and deep narrative elements within gameplay. As Rya, you explore the fantasy world of Adis, where everything depends on the power of dreams, and eventually uncover the causes of a mysterious energy after a devastating war leaving it on the brink of collapse.

### 420 Guling Street

Game pitch | Designer, writer | Complete

420 Guling Street is a project centred on the legacy of the White Terror, an era of political violence in Taiwan, pitched for the 2022 Taiwan Literature Game Design Competition.