

Sina Sophie Gorski

GAME NARRATIVE DESIGN & WRITING



PROFILE

12.06.1997 🏠
Berlin-Friedrichshain 🏠
german 🗣️
unmarried 🤰

LANGUAGES

German

English

Japanese

PROGRAMS



VOLUNTARY SERVICE

Devcom Volunteer Staff
August 2017 & 2018
Aruba Volunteers

INTERESTS



CONTACT

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64807 Dieburg
www.sina-gorski.com 🌐

WORK EXPERIENCE

- Current **Game Writer - Freelance**
July 2023
weltenbauer.
<https://www.weltenbauer-se.com/de>
- June 2023 **Guest Lecturer - Concept Development & Worldbuilding**
March 2023
Macromedia Frankfurt
<https://www.macromedia-fachhochschule.de/de/standorte/frankfurt/>
- January 2023 **Guest Lecturer - Concept Development, Worldbuilding, Diversity**
November 2022
mAHS Stuttgart
<https://www.media-hs.de/>
- September 2022 **Project Lead, Concept Development, Narrative Design, Writing**
April 2022
Fridays For Future - Alternate Reality Game
<https://goares.de/>
- September 2021 **Narrative Design & Technical Art**
April 2020
IndieBurg Entertainment GmbH
www.indieburg.com
- City Witch
 - Kellerwald
 - Released Mobile Game Project (NDA)
 - Unannounced Tower Defense Game
 - Unannounced Mobile Title
 - Mätzi
- June 2017 **Intern**
March 2017
PIXOMONDO
www.pixomondo.com

EDUCATION

- March 2022 **Master of Arts - Animation and Game Direction**
April 2020
Hochschule Darmstadt | University of Applied Sciences
www.h-da.de
- Animation & Game Direction
 - Animation & Game Direction
 - Animation & Game Direction
 - Social and Cultural Studies
 - Creative Strategies
 - Mise en Scène for Animations & Games
 - Direction & Producing
 - Concept Development
 - Worldbuilding
 - Digital Storytelling
- September 2019 **Ikebukuro Campus - Longterm Course**
April 2019
ISI Language College Tokyo
www.isi-education.com
- March 2019 **Bachelor of Arts - Animation & Game**
October 2015
Hochschule Darmstadt | University of Applied Sciences
www.h-da.de
- ELECTIVES**
- Advanced Animation: _____ Character Design
 - Advanced Animation: _____ Narrative Design
 - Technical Art for
 - Animations & Games: _____ Particle System Design & Implementation
 - Animation & Game Design: _Tech Art & Tools
 - Animation & Game Design: _Classical Drawing - Abstraction
- July 2015 **German Higher Education Entrance Qualification**
August 2009
Gymnasium Wandlitz
www.gymnasium-wandlitz.de

SKILLS

- Narrative Design for Games
- Concept Development
- Worldbuilding
- Translation
- Writing
- Game Dev Pipeline Knowledge
- Agile Management
- Confluence
- QA Experience
- Teamwork
- Python Programming