

Pardeep Aujla

Writer

CONTACT DETAILS

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0781 678 8170

PORTFOLIO

<https://pardeepsaujla.journoportfolio.com/>

PROFILE

A fervent prose-nerd who has worked across short films, video games, radio, TV, and theatre. I have 2 years' experience as a writer for a AAA game studio, working on all narrative elements from core story development to dialogue, VO sessions, and in-game text. Since then I have worked primarily as a writer on indie and mobile games. I've also lectured on postgraduate writing courses covering topics such as narrative design, and have contributed to conference panels for game writing.

In terms of achievements, I've had a short story included in an SFF anthology, and also won the Best Horror Screenplay Award at the Shriekfest Film Festival 2016. I was a finalist in the 2017 WeScreenplay Original TV pilot competition, and was also selected as one of 8 out of 700+ applicants for the FrightFest 2017 New Blood mentoring scheme. Most recently I published my first novel -

<http://mybook.to/TheFinalWomen>

KEY SKILLS

- Storytelling.
- Dialogue.
- Character creation/development.
- World building.
- Editing.
- Excellent communication and organisational skills.
- Able to learn new tools and processes efficiently.
- Excellent understanding of visual storytelling and cinematic language.

EDUCATION

Institute	Course	Grade	Date
De Montfort University	MA Scriptwriting	Distinction	2008 – 2010
De Montfort University	BA Film & Media Studies	2:1	2004 – 2007

EXPERIENCE

Company	Role	Duties	Date
United Tech	Narrative Designer	Writing and implementing stories for a dating simulator	March 2023 - Present
Crazy Maple Studios	Writer	Writing interactive fiction	2018 – 2023
Rogue Sun	Writer	Writing/editing on all narrative elements (VR project).	2017 – 2018
Deep Silver Dambusters	Writer	Writing/editing on all narrative elements.	2014 – 2016
Self	Freelance Writer	Writing/editing on various projects across TV, radio, theatre, video games, and short films.	2010 – 2014