



Kateryna Sniatovska

SENIOR NARRATIVE DESIGNER SCRIPTWRITER

CONTACTS

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ABOUT ME

Writer and narrative designer with 15+ years in text: journalism (dozens of print & TV pieces), 60+ YouTube/animation scripts (many hit 1M+ views), 5 years in gamedev shipping 10+ end-to-end narrative features/adventure events.

I also wrote and self-published Horror Stories for Adult Kids.

SKILLS

- Narrative systems: flowcharts, branching dialogue, background behavior, UI, in-game copy
- Docs & handoff: story bibles, quest specs, art lists, cross-team specs
- Languages: RU (native), UA (native), EN (intermediate)
- Extras: ChatGPT & Midjourney

WORK EXPERIENCE

VOKI Games | Narrative designer 2024-2025

- Shipped 4 narrative adventure events from scratch, co-authored 2.
- Owned the end-to-end narrative pipeline: logline, synopsis, flowcharts, dialogue, UI, in-game text.
- Wrote character briefs and art asset lists, authored clear tasks (esp. Art).
- Drove implementation quality via event reviews, feedback and revisions, tightened pacing, arcs, readability.
- Aligned story with mechanics and visuals in close collaboration with designers, engineers, and tech artists.
- Completed on-the-job training in ChatGPT and Midjourney.

Friendly Fox | Narrative game designer 2023-2024

- Shipped 5 HOPA games from concept to release (plots, dialogue, in-game text).
- Authored the synopsis for 1 more title that later shipped.
- Designed story structures and quest flows aligned with puzzle pacing and HOPA scenes.
- Delivered production-ready narrative docs (story bibles, quest specs, etc.) and kept them current.
- Coordinated with designers and engineers, set tasks and gave actionable milestone feedback.
- Aligned concepts with publishers, shipped titles received positive player reviews.

ZBS Games | Narrative designer 2022-2023

- Built quest chains and wrote character dialogue aligned with match-3 progression.
- Maintained narrative docs: flowcharts, text lists, etc.
- Updated copy after build reviews.
- Worked with programmers, animators, and UI/UX on requirements and actionable feedback.

The Soul Publishing | Scriptwriter 2021-2022

- Wrote 60+ scripts across La La Life/La La Life Games/La La Life Emoji and the TEEN Z animated series, dozens of videos hit 1M+ views.
- Humorous sketches, short-form scripts: loglines, synopses, dialogue, trend/competitor scans, hooks for titles.
- Animation (TEEN Z): co-wrote episodes, character beats, dialogue.
- Worked in RU & EN, fast iteration with editors.

Odesa.Live | PR-manager 2021

- Negotiated 30+ barter collaborations with theaters, clinics, retail brands, and venues.
- Booked VIP guests: artists, million-subscriber bloggers, influencers, and public figures for studio interviews and live appearances.
- Managed a team of 3 SMM specialists: set the content plan, assigned tasks, and aligned with production.

Concert agency "Pale-Art" | Project-manager 2016-2022

- Ran 30+ concerts and stage plays.
- Toured with artists and set up multi-city dates, routes and travel, venue terms, tech riders, permits, accommodation.
- Negotiated with lighting/sound/staging vendors (barter and paid).
- Managed on-site risks and fixes, then closed events with clean reporting and settlements.
- Coordinated social/promo assets and photo/video shoots, and lent my writer's hand to lyrics for numbers in "Dracula Vlad" and "The Wizard of the Emerald City."

Mass Media | Journalist/TV presenter/Editor 2009-2016

- Delivered dozens of bylined print articles and TV news segments for national and international outlets.
- Reported, wrote, voiced, and appeared on camera, pitched stories, interviewed sources, covered events and politics, and adapted materials for multiple formats.

EDUCATION

Odesa National Mechnikov University

Faculty of International Relations, Political Science and Sociology 2008-2013

Onoffline school SKVOT

Course "Narrative Designer"
2022-2023

School of Creative Professions Band

Course "Sharp Narrative"
2020-2021

Academy RIBA

Course "Novel writing & publishing"
2024

