



# VITALI DEMURA

NARRATIVE DESIGNER

## CONTACT



Email

demura.vi@gmail.com



LinkedIn

<https://www.linkedin.com/in/demuravitali>



Portfolio

<https://vitalidemura.portfolial.com>

## SKILLS

- Narrative systems
- Creative writing
- Worldbuilding
- Creative direction
- Cultural adaptation
- Team management
- Problem-solving

## TOOLS

- Blueprints, Unreal
- Unity
- Miro
- Figma
- Trello, Jira, Asana
- Articy:draft
- Final Draft
- Yarn Spinner
- Inky
- Adobe Creative Suite
- G Suite



## WORK EXPERIENCE

### Senior Narrative Designer

Apocalypse Studio | London, On | 2023 - February

DeadHaus Sonata

Genre: Narrative ARPG

- Designed procedural narrative generation systems and maintained consistent narrative integrity.
- Established a pipeline and templates for emergent narrative systems to streamline content creation.
- Created an extensive World Building Document and Lore Wiki, supporting the development of complex narrative structures.
- Conceived and developed content, while designing complementary narrative systems for the game.
- Fostered cross-disciplinary collaboration, promoting efficient workflow and communication.

### Narrative Designer

Pangram Studio | New York | 2022 - June - November

Unannounced MMO Project

Genre: MMO

- Worked with a multidisciplinary team to bring narrative consistency across the project.
- Worked on world-building and dynamic narrative architecture to support the already-made mechanics of the game world narrative.

### Narrative Designer

Everguild | London | 2022 - April-June

Warhammer 40,000: Warpforge

Genre: CCG

- Designed game cards and maintained their narrative consistency according to IP.
- Wrote creative marketing support for pitch decks, website, newsletter and social.

Unannounced Project

Genre: RPG, CCG

- Built narrative architecture designed to fit the needs of the genre.
- Adopted the given IP to the narrative structure.
- Worked on character profiles and on voice over script.
- Wrote and designed storyboard for announcement trailer.

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## LANGUAGES

● English (native)



● Ukrainian (bi-lingual)



● Russian



● Hungarian



● German



## EDUCATION

Eastern Languages and Cultures  
& Religion Studies  
Bachelor Degree

ELTE | BUDAPEST, Hungary  
2008 - 2011

Transcultural Studies  
Heidelberg University | Heidelberg,  
Germany  
2013



## WORK EXPERIENCE CONTINUED

### Narrative Designer & Creative Director

Vecherniye Kosti | Uzhhorod | 2017 - 2022

- Managed the creative progression and the narrative consistency in the studio.
- Pitched new themes and stories for streamed games.
- Wrote and edited press and marketing for the IP.
- Worked with artists and game designers from concept to stream release of TTRPG projects to ensure that narrative, themes, characters, and aesthetics worked together well.
- Worked on localization marketing of IPs such as Warhammer, Word of Darkness, and Dungeons and Dragons.
- Led online shows as a Dungeon Master.
- Drove creative development of multiple unannounced/unreleased titles.

#### Enoa the Shattered Continent

Genre: Tabletop RPG, Dark Nomad Fantasy, 5e

- Wrote and maintained lore and worldbuilding documentation for original dark nomad fantasy IP.
- Created and maintained narrative and quest design documentation for the game.
- Designed NPCs and complex culture systems.
- Built character classes.
- Curated art and sound design for game-related content.
- Structuralized narrative flow for the online show of Enoa.
- Organized playtest events and presentations of the project.

#### Average Trooper: A Skeleton Mayhem TTRPG

Genre: Tabletop RPG, Skeleton Punk, Original Game System

- Kickstarted project in zine format.
- Designed original game mechanics which drive the game.
- Curated the aesthetics to unify the game's design, story, and objective.
- Wrote character profiles.
- Created narrative flow for the online presentation of the game.
- Organized playtest events at conventions

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## ACHIEVMENTS

### ENOA FRONTIER (MULTI-PLAYER HUB)

Creator, Game Designer & Writer

- Developed an online structure that invited a multiplayer approach over hundreds of games in the world of Enoa in TTRPG sessions.
- Wrote and led the narrative of the game season.
- Maintained lore , worldbuilding and event documentation.

### KOSTICONNECT 2021 (Online Convention)

Founder, Creative Director

Developed an online structure that imitated a live convention with speakers, workshops, and game tables.

- Wrote and led the narrative and the branding with a team of Ux designers and artists.
- It became the most prominent online Russian-speaking TTRPG online convention and remained true to its IP with hitting 1200 participants.

### Kosticon MINI 2021

Founder, Creative Director

Organized as part of Ukraine ComicCon (25000 people attending) the most extensive TTRPG section in the convention.

- Worked with a team to integrate sales and gameplay opportunities into the sector.
- It was the largest TTRPG live event in Ukraine.

### Kostyashki (TTRPG Community)

Founder

Nurtured and managed a safe and inclusive Ukraine-based TTRPG community. Took part in growing the community and ensuring that all standards were according to the IP they represented. It became the biggest Russian-speaking TTRPG community which integrated into the game development process of many Vecherniye Kosti projects.