

# MAGNUS LAURSEN

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Hi, I'm Magnus! A flexible game writer and narrative designer with a mixed background in philosophy, comparative literature, and game design, I combine creative writing with critical thinking to produce thoughtful stories that leave a lasting impression. Working as a writer, designer, researcher, tester, editor, and reviewer, I've engaged professionally with the game industry for more than 15 years.

## EXPERIENCE

**2021 – CURRENT**

### **NARRATIVE WRITER, HUTLIHUT GAMES**

Writing dialogue, creating characters, building worlds, and prototyping narrative systems for an upcoming science fiction co-op adventure game.

**2016 – CURRENT**

### **ASSISTANT EDITOR, GAMEREACTOR**

Producing reviews, previews, editorials, weekly columns, as well as proofreading and translating texts for Scandinavia's largest gaming magazine.

**2022 – 2023**

### **STORY WRITER, EDDAHEIM**

Developing tone, theme, storylines, and character arcs for *Neon Knights: Humanity Erased*, a psychological survival horror game currently in development.

**2021 – 2022**

### **CREATIVE WRITING INTERN, BRIGHT STAR STUDIOS**

Created characters and creatures, wrote pockets of lore, and researched transmedia events for the world of *Ember Sword*, an ambitious massive multiplayer online role-playing game.

**2021 – 2022**

### **NARRATIVE DESIGNER, THE NATIONAL FILM SCHOOL OF DENMARK**

Designed narrative systems, developed theme, story, and characters, and co-wrote manuscript for *Cathedral of Sorrow*, a graduate horror game featuring professional actors.

**2020 – 2021**

### **PROJECT ASSISTANT, KILOO GAMES**

Tested games, produced copywriting material, and conducted relevant design research as part of the development of Killoo Play Now, a browser-based gaming website.

**2019 – 2019**

### **TEACHING ASSISTANT, AARHUS UNIVERSITY**

Facilitated extra lessons, critiqued mid-term papers, and interfaced between students and lecturers as part of a course on the philosophy of science.

## EDUCATION

JANUARY 2023

**MASTER'S, GAME DESIGN, IT UNIVERSITY OF COPENHAGEN**

Completed courses on game culture, player psychology, data-driven development, and game world design.

FEBRUARY 2020

**BACHELOR'S, DIGITAL DESIGN, AARHUS UNIVERSITY**

Completed courses on aesthetic programming, software studies, digital aesthetics, and interaction design.

JULY 2017

**BACHELOR'S, PHILOSOPHY, AARHUS UNIVERSITY**

Completed courses on ethics, critical thinking, philosophical logic, and social robotics.

## QUALIFICATIONS

- Creative writing with stylistic range
- Critical thinking and thoughtful perspectives
- Team player and strong networker
- Writing, researching, designing, and testing games in a variety of contexts
- Dialogue writing, quest design, puzzle creation, story development, backstory creation, worldbuilding, and more
- Expansive knowledge of games, literature, and philosophy
- Working remotely on projects using Discord, Google Drive, Slack, Jira, and version control software like GitHub
- Experience with narrative development tools like Unity 3D, Inky, and Twine
- Working with actors, directors, producers, and technical members on film sets and soundstages

## ACTIVITIES

Frequent collaborator on hobby-level and semi-professional role-playing sourcebooks, typically crowdfunded and released through the Open Game License (OGL). A particularly successful project, *Comets & Cockpits*, reached its funding goal of \$25,000 in less than two hours.

Game reviewer for more than 15 years, producing content for a range of national and international websites, including Gamerslounge, Boomtown, and Gamereactor. My texts have been translated into more than ten languages and regularly garner upwards of 20,000 unique views.

As a student at the IT University of Copenhagen's games program, I helped create a handful of small games and digital prototypes. One of them, *Endling*, found moderate success on itch.io and YouTube, resulting in more than 10,000 downloads and fifty Let's Play videos in its first year.

Served as consultant on *scammed.dk*, a youth counselling platform, designed to guide and support victims of video game-related scams. The project was created in conjunction with the Police of Denmark and with funding from Offerfonden ("the foundation for victims").