# MAGNUS **LAURSEN**

**GAME WRITER** · **NARRATIVE DESIGNER**
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Hi, I'm Magnus!
I'm a game writer and narrative designer with 4+ years of experience in the industry and a ton of projects under my belt. I've worked with existing IP's and developed others from scratch, combining creative writing with critical thinking to craft stories that tickle the brain and touch the heart.

## EXPERIENCE

**2026 – CURRENT**
### ENGLISH STYLE EDITOR, OWLCAT GAMES
Editing, rewriting, and tone-checking text for ***Dark Heresy***, the upcoming role-playing epic set in the *Warhammer 40,000* universe.

**2023 – CURRENT**
### NARRATIVE CONSULTANT, VARIOUS
Shaping and supporting the narrative vision for a variety of games, including ***Dinolords***, ***DarkSwarm***, and ***SpellRogue.***

**2024 – 2025**
### WRITING & STORYTELLING PROVIDER, LEGEND STORY STUDIOS
Writing flavor text, short stories, and promotional material for the massively popular trading card game, ***Flesh and Blood***.

**2022 – 2024**
### NARRATIVE WRITER, HUTLIHUT GAMES
Creating dialogue, lore entries, marketing material, and narrative systems for the co-op space adventure game ***Void Crew***.

## 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. Minored in philosophy, with focus on ethics, critical thinking, and social robotics.

## SKILLS

- Stylistic range, including horror, fantasy, science fiction, and drama
- Dialogue, cutscenes, ambience, and barks
- Worldbuilding, backstory, and lore journals
- Branching dialogue, quest design, and experimental narrative systems
- Cross-departmental team player, on-site and remote
- Extensive 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 contributor to 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").