



ALENA LYSIAKOVA

Narrative Designer & Screenwriter (Games & TV)

CONTACTS

[in @alenathedragon](#)

shuhiyo@gmail.com

+49 151 47938837

Cologne, Germany

alenalysiakova.com

EDUCATION

MA Serial Storytelling
IFS International Filmschule
2023 - 2025

BA Journalism & Mass
Communication
American University in Bulgaria
2006 - 2010

CREATIVE SKILLS

- Branching Narrative Design
- Screenwriting
- Transmedia Storytelling & Story Adaptation
- Characters & Quest Design
- Worldbuilding
- Team Collaboration & Coaching

TECHNICAL SKILLS

- Unreal Blueprints | Unity | Twine | Writers' Room Pro | Ink | Articy | Final Draft
- Content Management Tools

LANGUAGES

English (C2) | German (B2-C1) |

Russian (Native) | Belarusian (Native)

ABOUT ME

Narrative designer and screenwriter working across games and TV, specializing in character-driven stories, player agency, and branching systems. Experienced in writers' rooms and interactive production, combining narrative craft with systems-driven storytelling.

RECENT WORK EXPERIENCE

Freelance Narrative Designer & Writing Coach

EarReality (Germany) | 2025 - Present

- Designed and wrote 5 produced interactive audio titles (romance, sci-fi, fantasy, action)
- Led narrative structure, branching logic, and player-driven choice systems for audio interactive storytelling
- Coached 20+ writers in story design, pacing, and player choice architecture
- Taught 4-5 monthly webinars on interactive writing for emerging authors
- Contributed to IP-based adaptations (books / TTRPGs)
- Featured at Gamescom Epixx 2025
- Promoted from intern to freelance narrative designer within the company

Screenwriter & Script Consultant

DekorFilm (Germany) | October 2025

- Delivered a funding-ready German documentary treatment for Film- und Medienstiftung NRW, managing a trilingual creative team.

Selected Projects

- Heart for a Hunter – interactive audio romance with branching relationship dynamics and player-driven outcomes, featured at Gamescom Epixx 2025.
- Wartime Love Stories – character-driven queer drama series exploring relationships, migration, and emotional conflict, created in collaboration with Queer Media Society, Germany.
- Keep an Eye – short interactive comedy, winner of RNK Narrative Jam 2025.
- ADHS-Chroniken – comedy mockumentary series, selected to pitch at Die Series 2026.
- Possession Rights – satirical dark thriller, shortlisted for Midpoint Institute Series Launch: Essentials 2026.

TV & Writers' Room Experience & Volunteer Work

- Meer magazine – Writing cultural and entertainment articles with a focus on modern storytelling trends.
- Der Riss drama series – Writers' Room contributor. Developed series concept & episode scripts in collaborative environment.
- The Room of Resonance (AR Exhibition) – Narrative & quest design for immersive experience bridging physical and digital storytelling.
- Mein Name Akim (short student film, 2025) – Script Continuity.

References are available upon request.

- David Daubitz – Narrative Lead, Head Writer, Ubisoft
- Christian Mahnke – CEO, EarReality
- Alkioni Valsari – Writer/Director