

PORTFOLIO

NARRATIVE DESIGNER | INTERACTIVE WRITER
BRANCHING NARRATIVE, NARRATIVE SYSTEMS, INTERACTIVE AUDIO

2026



ALENA LYSIAKOVA

STORIES WITH HEART, HUMOR, AND HUMAN CHAOS

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NARRATIVE DESIGNER, SCREENWRITER AND PUBLISHED AUTHOR WORKING ACROSS GAMES, TELEVISION AND INTERACTIVE AUDIO, SPECIALIZING IN CHARACTER-DRIVEN STORIES, PLAYER AGENCY, AND BRANCHING SYSTEMS. EXPERIENCED IN WRITERS' ROOMS AND INTERACTIVE PRODUCTION, COMBINING NARRATIVE CRAFT WITH SYSTEMS-DRIVEN STORYTELLING.

CORE SKILLS

- BRANCHING NARRATIVE
- NARRATIVE SYSTEMS
- DIALOGUE WRITING
- CHARACTER DEVELOPMENT
- WORLDBUILDING
- INTERACTIVE AUDIO
- CHOICE DESIGN
- VARIABLES AND CONDITIONAL LOGIC
- NARRATIVE PROTOTYPING
- IP ADAPTATION
- VOICE DIRECTION MATERIALS
- AUDIENCE AND MARKET POSITIONING

TOOLS

- TWIST
- TWINE
- CHAPTERS WRITER'S ROOM
- UNREAL ENGINE BLUEPRINTS
- UNITY
- INK
- ARTICY
- ARCWEAVE
- AI TOOLS (CHATGPT, CLAUDE, ELEVENLABS, VEO 3)
- MIRO
- NOTION
- FIGMA
- GOOGLE WORKSPACE



Heart for a Hunter

Interactive audio-novel | Dark
Fantasy Romance | 30 min | ENG
| Released and showcased at
Gamescom Epixx in August 2025



Role: Narrative Designer & Writer

Format: 30-minute interactive audio game | 26 choices | 8 endings

Team: 3 people

Status: Released

Challenge: Design an audio-first narrative where player agency is communicated entirely through sound, dialogue, and choices.

Contribution: Designed branching narrative, variables, hidden voice choices, inventory systems, and emotional progression.

Outcome: ✓ Released interactive audio experience

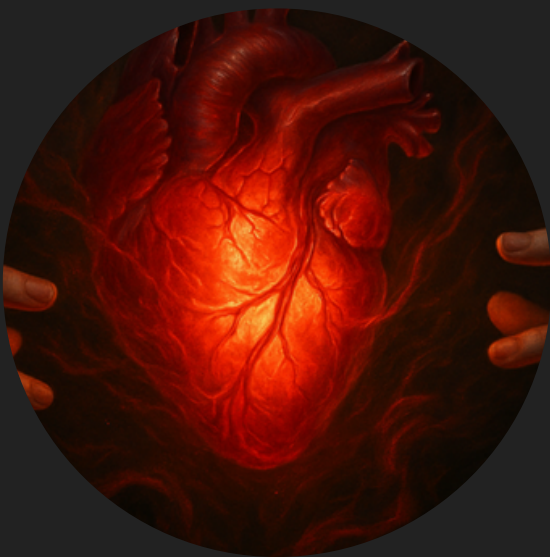
✓ Presented at Gamescom epixx

✓ Production-ready narrative documentation

✓ Multiple endings driven by player decisions

Highlights:

- Designed the narrative specifically for audio-first interaction.
- Built narrative systems including Empathy, inventory, wounds, exploration, and hidden voice choices.
- Produced implementation docs, voice direction, marketing copy, and AI art prompts.



Heart for a Hunter

Interactive audio-novel | Dark
Fantasy Romance | 30 min | ENG
| Released and presented at
Gamescom Epixx in August 2025
| Twist Engine

[Play the game](#)

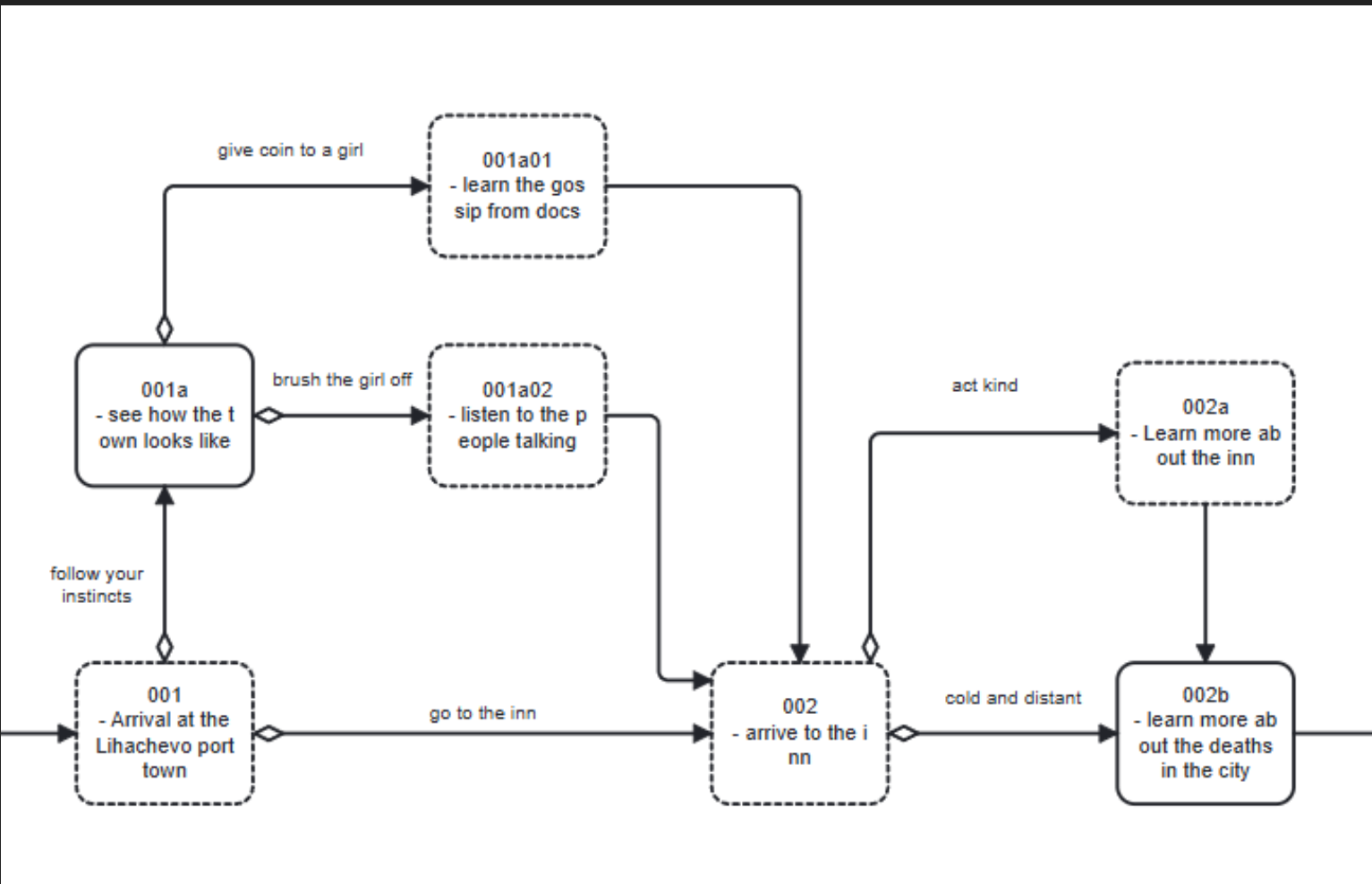


Core systems include: Empathy Variable | Inventory Tracking | Wound Mechanic |
Hidden Voice Choices | Relationship Logic

Choosing
compassion instead
of efficiency raises
Empathy.

Higher empathy
unlocks unique
dialogue, changes
companion
reactions, and
alters the emotional
tone of later scenes
without breaking
pacing.

Variables change
player experience,
not simply unlock a
"good" ending.





Interactive audio and IP work

Original Stories | Licensed IP |
Commercial Production | 5 titles
across romance, sci-fi, and
fantasy genres have already
been produced



Role: Narrative Designer & Writer

Format: 5 titles, 6 episodes, each episode is 30 minutes

Team: 3 people

Status: In production or post-production

Challenge: Adapt original concepts and existing IPs into engaging interactive audio experiences.

Contribution: Created narrative concepts, branching structures, implementation documentation, and IP adaptations for commercial production.

Outcome: ✓ 5 commercially produced titles

✓ Multiple genres

✓ Original & licensed IPs

✓ Released for consumer audiences

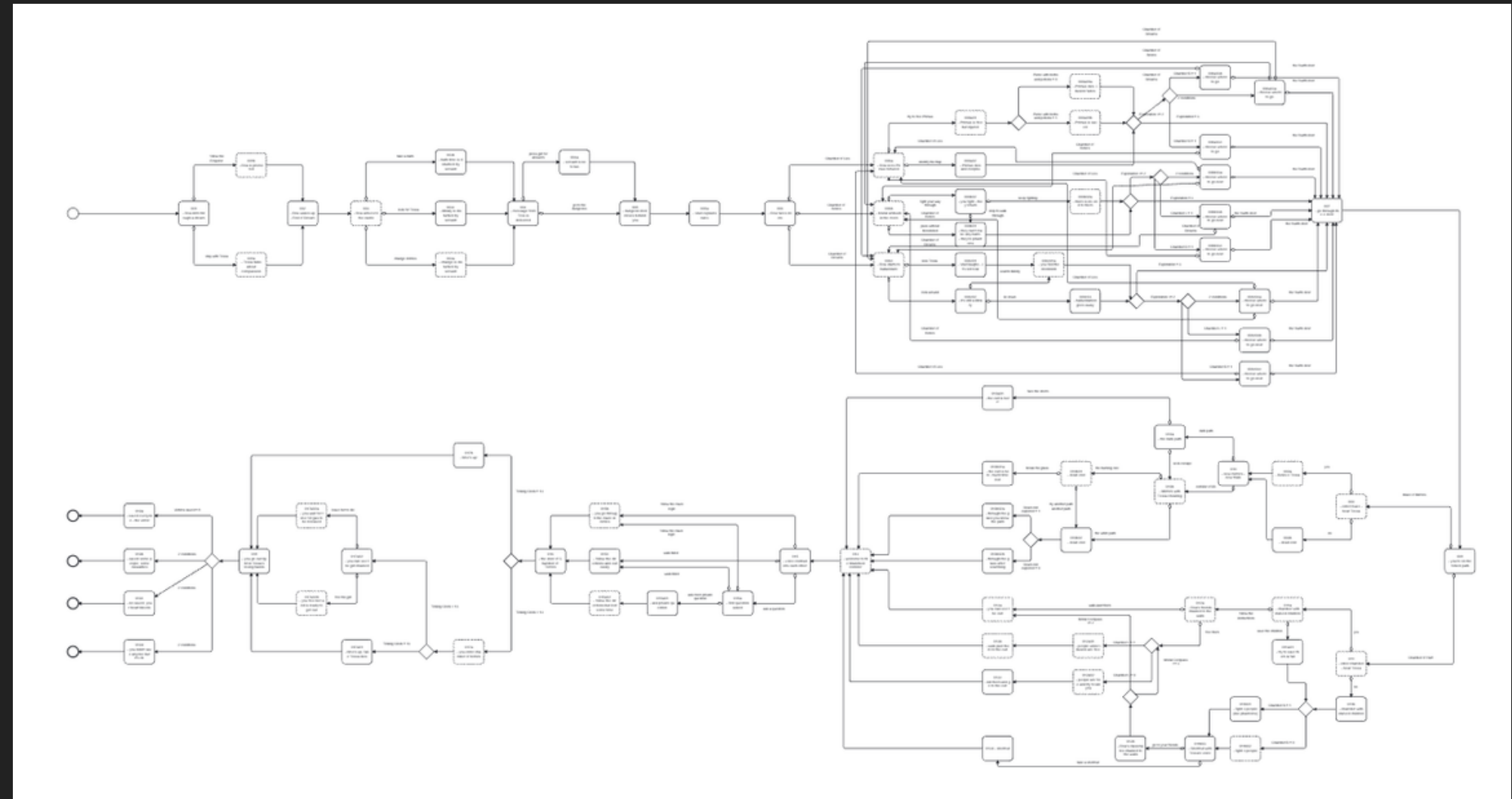
Highlights:

- Created original audio-first concepts.
- Adapted existing IPs while preserving canon and character voice.
- Designed branching structures for standalone and episodic stories.
- Prepared implementation and recording documentation.
- Collaborated with writers, producers, voice actors, and marketing.



Interactive audio novels

Original & based on IP interactive audio stories | 5 titles across romance, sci-fi, and fantasy genres have already been produced



BRANCHED NARRATIVE SAMPLE FROM THE GAME
BASED ON EXISTING IP WITH DYNAMIC VARIABLES
CREATED IN TWIST TOOL



Keep an Eye

Cozy branched narrative witch
adventure | 7-10 mins | ENG |
Twine (HTML) | Written &
designed for RNK Narrative Jam

🏆 1st Place Overall

🧠 Best Characters & Voice

📖 Runner-Up for Story

✍️ 3rd for Dialogue Style

[Play the game](#)



Role: Narrative Designer & Writer

Format: 10 minutes | 3 endings

Team: 1 person

Status: Released

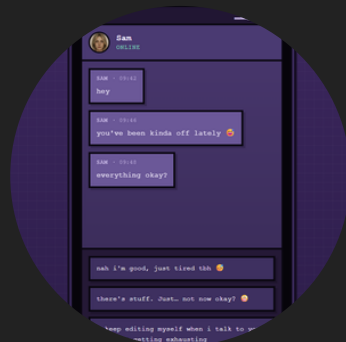
Challenge: Design a short branching experience where every choice reflects player values rather than simply producing the "best" ending.

Contribution: Designed branching narrative and emotional progression.

Outcome: Released for RNK Narrative Jam and won awards in three categories.

Highlights:

- Designed and wrote the game in two days.
- Kept a consistent comedic tone from start to finish
- Used narrative consequences instead of morality systems.



Narrative Systems in Practice

Design Principle: I don't design choices to branch the story. I design systems that change how players experience it.



- 1. Crimes of Passion - Gameplay-driven narrative | Lead Writer
Challenge: Make cleaning mechanics emotionally meaningful.
Solution: Cleaning choices reveal, erase, or distort memories.
Player Experience: Gameplay becomes storytelling.
- 2. You Didn't Choose This - Interface-driven narrative | Writer and narrative designer
Challenge: Make players experience self-censorship.
Solution: Dialogue options disappear after safe choices.
Player Experience: Loss of agency becomes the story.
- 3. Interactive Visual Novel - Relationship-driven narrative | Writer and narrative designer
Challenge: Build replayability without obvious morality.
Solution: Relationship variables reshape future scenes.
Player Experience: Players build different relationships, not just endings.



Narrative Goal: Build trust while letting player personality shape the relationship.

[Narrator]The moment you reach the herbalist's stall, it hits you. The way herbalist squints when she smiles. The lazy tuck of wheat-blond hair behind her ear. The calm gaze that lands on you like a blade. Too perfect. Too dangerous. You're caught. You feel it. You hate it. She snaps her fingers.

[Nika, friendly, beaming]"Earth to customer. You still with me?"

[Narrator]Teasing. She knows exactly what she's doing. And now the pain comes roaring back. Your gut twists, your jaw clenches.

[Nika]"New in town. Ate at the inn. Happens all the time,"

[Narrator]she says with a laugh. But there's concern under it. She irritates you. She shouldn't make you feel anything. But she does.

[Inner voice, hissing]"Love makes you weak,"

[Narrator]your inner voice whispers.

[Inner voice] "Didn't you learn last time?"

[Narrator]It's not love. Just a moment. But you can't afford even that. Do you keep it professional or flirt back?

Player Choice

- Stay professional
- Flirt back

System Impact: Empathy +1 > Relationship changes > Different dialogue > Different healing scene > Different confession later

A single dialogue choice becomes a long-term relationship variable.



Let's create stories
that make impact

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[Linkedin](#) | [Website](#) | [CV](#)



I build stories where every choice, variable, and interaction has narrative purpose.

Narrative Principles

- ✓ Mechanics first
- ✓ Story supports gameplay
- ✓ Choices create emotion
- ✓ Variables matter
- ✓ Production awareness
- ✓ Commercial mindset

How I work

- ✓ Build narrative around mechanics
- ✓ Prototype early
- ✓ Iterate through playtesting
- ✓ Support production constraints
- ✓ Balance creative vision with commercial goals
- ✓ Design for player engagement

Production Experience

Worked with

-  Voice Actors
-  Developers
-  Artists
-  Marketing
-  Producers