

Raden Nurhasanah Umar Saputra

Game Writer

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Bogor, Indonesia | Open to International Relocation | Visa sponsorship and relocation assistance required

Game Writer and Level Designer with expertise in story-driven, psychological gameplay across mystery, suspense, and drama genres. Writing stories and poems since 2016, and developed four UE5 solo projects that integrate layered narrative, deep lore, and immersive story design to enhance players' experiences.

CORE SKILLS

- Narrative Design: branching routes, reactive storytelling, interconnected lore, layered worldbuilding
- Game Writing: production-ready screenplay, barks, cinematic cutscene directions, narrative pacing
- Cross-Discipline Collaboration: concise documentation, visual references, creative problem solving
- Native Bahasa Indonesia Localization: adapting tone, rhythm & meanings for resonant narrative

GAME PROJECT EXPERIENCES

Don't Go Back | Original Project / Blocktober I Solo Developer (2024-2025)

- Iterated the screenplay and mission design based on the asset availability and production deadlines
- Researched and adapted real-world events into historically accurate and compelling narrative beats
- Adjusted mission flow and narrative progress to align with blockout limitations and limited timelines

Snow Church | Fan Project Spin-off of Control (Remedy Entertainment) | Solo Developer (2024-2025)

- Expanded existing IP through a new universe and characters, maintaining the original game pillars
- Produced character sheets with rich lores, distinctive barks, and relationship diagrams in Figma
- Wrote a cinematic screenplay merging dual timelines into one narrative with high emotional flow

Future Siren | Original Project / Taksa Semesta I Solo Developer (2023-2025)

- Created and localised Bahasa Indonesia poems into English, maintaining tone and cultural aspects
- Designed three branching routes with different combat difficulties, tension, and player discoveries
- Documented development progression through GDD, one-pager, and trackable progression

Black Puddle | Original Project / Taksa Semesta I Solo Developer (2023-2025)

- Developed two interconnected lores and high-level worldbuilding, including monsters' birth cycles
- Incorporated Indonesian culture and dark psychology into narrative and world structure design
- Created a visual board and sensory-driven screenplay to aid the art direction in development phase

TRAINING & CERTIFICATIONS

- Game Writer Course: Write Your Videogame — Udemy (2023)
- Write a Professional Game Design Document (GDD) — Udemy (2023)

EDUCATION

Bachelor of Design in Product Design — Sepuluh Nopember Institute of Technology (ITS) (2022)
GPA: 3.63/4.0 | Coursework: Designer Toy (A), Game Design (A), Design Research (A)

TOOLS & SOFTWARE

Kit Scenarist | Notion | Figma | Google Docs | Google Slides | Unreal Engine 5 | Blender | Clip Studio Paint

LANGUAGES

English (Fluent) | Bahasa Indonesia (Native)