

## ✉️ CONTACTS

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Cyprus, Remote

## ⭐ REFERENCES

### VITALIY KUZMIN [EN]

Development Director, Belka Games  
[linkedin.com/in/vitaliy-kuzmin-515b0210](https://linkedin.com/in/vitaliy-kuzmin-515b0210)

### ALEXANDER PUGACHEV [EN]

Line Producer, Flyin Dogs  
[linkedin.com/in/alexander-pugachev-narrative-designer](https://linkedin.com/in/alexander-pugachev-narrative-designer)

### CATHERINE CHUDINOVA [EN]

Product Owner, Helio Games  
[linkedin.com/in/catherinechudinova](https://linkedin.com/in/catherinechudinova)

## TOOLS



## ✍️ LANGUAGES

ENGLISH [PROFICIENCY, C1]

RUSSIAN [NATIVE, C2]

GREEK [BEGINNER, A1]



## HOBBIES

VIDEO GAMES

BOARD GAMES

DUNGEON & DRAGONS

GEOCACHING

# DMITRY SERGEEV

NARRATIVE PRODUCER & GAME DESIGNER



## WORKING EXPERIENCE

### BELKA GAMES

2018 - 2023

### LEAD NARRATIVE DESIGNER

[Clockmaker](#), [Solitaire Cruise](#), [Happy Home](#) and other R&D projects

### LAVKA GAMES

2020 - 2023

### PRODUCER & NARRATIVE DESIGNER

[Narrative Detective Game 'Silent Witness' \(2022\)](#)  
 Narrative Detective Game, 'Retro City' (2024)

### DRAGONEREUM.IO

2018

### NARRATIVE DESIGNER

[Dragonereum](#)

### 2010 - 2023

### D&D GAME MASTER

Author of Detective campaigns, own lore system



## NARRATIVE SKILLS

### DELIVER & MAINTAIN NARRATIVE VISION:

From lore bibles and high-level arcs to specific dialogues, characters, and scene descriptions.

### DESIGN PLAYER EXPERIENCE:

Crafting engaging narrative through visual storytelling, environment & audio, not the text alone.

### DRIVING EMOTIONS:

Creating complex characters, realistic motivations, and using a wide range of stylistic means.

### BUILDING WORLDS:

Writing experience for different genres & specified target audiences.

### DRAMA THEORY:

Knowledge of storytelling techniques and structures.

### MULTI-CULTURAL ADAPTATION:

Experience of crafting a narrative for a global market and different cultures. Close work with the localization team.

### DATA-DRIVEN APPROACH:

Creating a narrative with a focus on metrics and business goals.



## PRODUCTION SKILLS

### GAME DESIGN DOCUMENTATION:

Feature owning from complex narrative systems to specific mechanics.

### FULL CYCLE DESIGN:

Experince of working on the project's narrative from prototype to release & Live-Ops.

### CROSS-TEAM COLLABORATION:

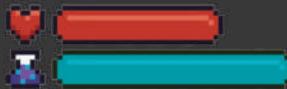
Working together with Art, Audio, UI, Motion, Programming & Level Design teams.

### ENGINE EXPERIENCE:

Knowledge of different game engines (Unity, Unreal) for implementing features, debugging, and playtesting.

### WORKING WITH LIMITATIONS:

Ability to reach the goals with available resources.



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# DMITRY SERGEEV

NARRATIVE PRODUCER & GAME DESIGNER



## COMMUNICATION SKILLS

### TEAM LEADING:

Coordinating, oversight & mentoring a narrative team.

### AGILE TO FEEDBACK:

Open to feedback and focused on creative problem-solving.

### PRESENTATION SKILLS:

Experience in presenting ideas and concepts to stakeholders and external parties.



## BONUS EXPERIENCE

### CINEMATICS & VOICE-OVERS:

Directing experience in voice-overs, filmmaking, live-actions, and cutscenes production.

### GAME MARKETING:

Experience in writing scripts for marketing creatives, in-game offers, PR & community texts.

### R&D ADEPT:

The constant research of industry trends and deep knowledge of popular culture. Implementing AI pipelines to the narrative production.

### IP:

experience working with licensed properties and ensuring brand consistency.



## EDUCATION

2018

CALIFORNIA INSTITUTE  
OF THE ARTS

STORY AND NARRATIVE DEVELOPMENT  
FOR VIDEO GAMES, TRAINING COURSE

2016

ST. PETERSBURG  
UNIVERSITY  
OF FILM & TELEVISION

FILM SCHOOL

Advanced training course in film production, screenwriting and movie directing  
2016 - Special Prize of Filmmaking Festival, EpicCon Russia

2010- 2012

HIGHER SCHOOL  
OF ECONOMICS

EUROPEAN MASTER'S DEGREE - FINANCE

2010-2012 - Director of the student cinema club «Open Show»  
2011-2013 - junior research assistant, Corporate innovative systems lab.

2006 - 2010

HIGHER SCHOOL  
OF ECONOMICS

BACHELOR'S DEGREE - ECONOMICS

2010 - 1st place in investment championship «Planspiel Borse 2010»