






CONTACTS

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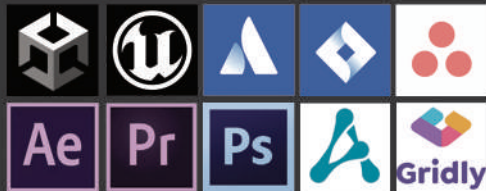
REFERENCES

VITALIY KUZMIN [EN]
Development Director, Belka Games
[linkedin.com/in/vitaliy-kuzmin-515b02107](https://www.linkedin.com/in/vitaliy-kuzmin-515b02107)

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

CATHERINE CHUDINOVA [EN]
Product Owner, Helio Games
[linkedin.com/in/catherinechudinova](https://www.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:

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

CROSS-TEAM COLLABORATION:

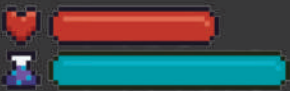
Working together with Art, Audio, UI, Motion, Programming & Level Design teams.

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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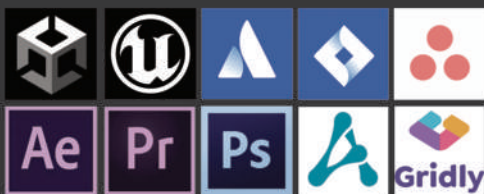
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BOARD GAMES
DUNGEON & DRAGONS
GEOCACHING

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»