

Sam Luckhardt

Creative Director (Indie), CEO

Freelance Narrative Designer & Writer

Focus:

Environmental Storytelling & Responsive Narratives

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Quest - A Crew To Remember

Quartermaster Lockheart



Aching for adventure, Quartermaster Lockheart asks you to find him a new crew.

- **Was:** Indie design lead (combat, balancing, 3C, progression, world, experience)
- **Am:** Full-time freelance narrative designer and writer
- **Want:** Join a team that cares about each other
- A proactive hands-on designer looking for a good home
- Highly communicative and excel as a go-between betwixt departments
- Enjoy designing:
 1. Immersive worlds with believable stories
 2. Rewarding combat and captivating gameplay
 3. Environmental and emergent narratives

Accept

Experience



FREELANCE WRITER | JUL 2020 - PRESENT, [Samples](#)

- » Usually contracted for flavour texts, dialogue backstory, lore, concept design and narrative development for games. Sometimes copywriting marketing descriptions and business communications. Also comedic screenplays and game scenes. Cherished settings: **fantasy, horror/gothic** or **humorous**.



CREATIVE DIRECTOR, CEO | AUG 2019 - PRESENT (HALTED)

Tonkotsu Games UG, Berlin, [Website](#)

- » Inspiring, mentoring and managing a passionate team of 10 to deliver a unique edge-of-your-seat action game experience. Creating, communicating and upholding the vision while also taking care of day to day business tasks for our company. Drive structure and design with a focus on narrative and gameplay design. Overseeing and designing features from conception to implementation.



WORKING STUDENT DIGITALIZATION | AUG 2018 - DEC 2018

HELIX Operations GmbH, Berlin, [Website](#)

- » Work within a team to develop and drive the artistic vision and design of the company, digitalize, concept and innovate the tenant experience.



INTERN PROJECT MANAGEMENT | JUN 2017 - SEP 2017

ProSiebenSat.1 Media SE, Munich, [Website](#)

- » Full-time at in-house agency Creative Solutions. Responsibilities include working with voice actors in the recording studio, copy writing, and trailer editing.

Education

BACHELOR OF ARTS GAME DESIGN | AUG 2017 - 2021 (GRADUATED)

University of Europe for Applied Sciences, Berlin

Game, Narrative & Level Design; Art; Programming; Producing

RELEVANT ONGOING PROJECTS



INDUSTRY IDIOTS Co-Host

Industry Positive Game Design Podcast

2019 - PRESENT (34+ Episodes, 3000+ Listeners)

[Jeff Gagné](#)

[Edwin McRae](#)

[Mitja Roskaric](#)



GAME DESIGN BLOG Gamasutra

[What is Responsive Narrative?](#)



NARRATIVE HOUSE Admin

Managing an Active International Professional Narrative Design

Community with Edwin McRae and Thorsten Becker (300 Members)

Game Projects

Kindly locate them on my website [here](#)

Core Competencies

Game Design: Narrative Design, Writing, (Action-) Combat Design & Balancing, Emergent Stories, Leading a Design Team, Prototyping, Scripting, Learning new Tech

Management: High stress resistance and reliability, In-depth knowledge of game production and project management techniques, Easy to talk to, Experience in keeping different personalities inspired and focused, Keeping an overview and long term thinking. Driving structure, Optimizing

Business and public: At most game related events & conferences. Well connected with devs and publishers. Expc. public speaker.

Tools

Passion: For games, tech and people

Languages: C# (2 1/2 years), Lua (1/2 year), Python (1/2 year), German, English

Software: Unity, Twine, Articy: Draft, Miro, Structured & well maintained documentation, Photoshop, Blender, Maya, Git & Version Control, In-Engine Tools, Visual Studio, Jira, ZBrush, Slack, Teams, Office Suite, InDesign, Audition, Premiere Pro

GAME ACHIEVEMENTS

CS:GO: In-Game Leader, Team, Global Rank

WoW: Raid Lead HC Emerald Nightmare Day 1

Magic Arena: Mythic Rank

Dark Souls 3: 1hp Run