

# HOLLY KARLSSON

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## NARRATIVE DESIGNER & WRITER

An experienced writer with a passion for storytelling. I can write in a variety of styles and work well in a collaborative environment. Currently studying game design with an emphasis on level, narrative, and general design.

## WORK EXPERIENCE

Game Design Student | Futuregames

2023 — Present

- Created solo and group game projects in Unity and Unreal including the mobile game *Extreme Zorbing*
- Branching narrative design using Fabella

Writer | Holly Karlsson

2015 — Present

- Wrote and self-published the adventure fantasy novel *Kingdom of Essence* and its prequel novella, *Guild of Lies*
- Wrote and self-published the epic fantasy series *Daughters of Fire & Sea*
- Wrote the short story *Dark of Night*, which was published in the *Fantastic Realms Anthology*
- Wrote and self-published multiple short stories, including *A Wish in the Dark*, *Beloved*, and *Lawbringer*
- Wrote and self-published the flash fiction series *Unusual Diction*
- Collaborated on creative projects with other authors
- Created my own marketing, website, and worked with freelancers for the editing and cover art for my books

Editor | Wyrd & Wyse

2021 — 2022

- Served as one of three editors for the indie magazine
- Helped select the stories and art featured in the published issues

## SKILLS

Writing and Editing • Branching Dialogue  
Unity • Unreal • Fabella • ElevenLabs • Jira  
Perforce • GitHub • Miro • Canva • Vellum

## EDUCATION

Futuregames | Boden, Sweden

- Studying game design, graduating in 2025

American InterContinental University | GA USA

- Studied graphic design and logo creation