

# Valdemar S. Andreassen

Designer / Director / Writer / Performer

## EXPERIENCE

**ThroughLine Games, Copenhagen** ( JANUARY 2016 - PRESENT )

*Forgotlings* — Narrative Designer / Writer

FEBRUARY 2020 - PRESENT

*Kinisia* — Creative Director / Writer / Project Manager

JANUARY 2018 - FEBRUARY 2020

*Forgotton Anne* — Lead Game Designer / Writer

JANUARY 2016 - JANUARY 2018

**Cantabile 2, Vordingborg** ( FEBRUARY 2014 - JUNE 2018 )

*Lykkens Paradoks* - Performer

AUGUST - NOVEMBER 2014

*Black Mirror (Workshop)* - Performer

APRIL - MAY 2015

*Creating Transformative Encounters* - Performer

JUNE 2018

[www.cantabile2.dk](http://www.cantabile2.dk) - Web Designer

FEBRUARY - AUGUST 2014

**Mystery Makers, Copenhagen** ( SEP 2015 - JAN 2016 )

Research & Development — Writer/Designer

*The Lab & The Killing Room* Escape Rooms — Game Master

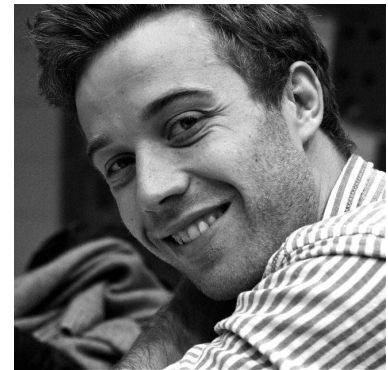
## EDUCATION

**Digital Design, Aarhus University** — Master's (*cand.it*)

SEPTEMBER 2011 - SEPTEMBER 2013

**Dramaturgy & Multimedia, Aarhus University** — Bachelor's

SEPTEMBER 2008 - SEPTEMBER 2011



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## SKILLS

Game Design  
Level Design  
Narrative Design  
Creative Writing  
Conceptualization  
Unity 3D  
Programming  
Web Design  
Performance  
Teaching  
Lecturing

## AWARDS

Best Narrative - *Forgotton Anne*, BIG Festival 2019  
Game of the Year - *Forgotton Anne*, Spilprisen 2019  
Best Debut - *Forgotton Anne*, Spilprisen 2019

## LECTURES / TEACHING

Game Scope Festival, 2018  
J-Popcon, 2018  
Fantasyfestival, 2018  
Future Classroom, 2018  
Dansk Forfatterforening, 2017  
Dansk Filosofisk Selskab 2016  
Vallekilde Højskole, 2013-2015  
Kasernen, Aarhus, 2011  
ITU, Copenhagen, 2010