Elizaveta Shabanova

Narrative Lead

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PROFILE

Narrative Lead with 7+ years of experience in video game development, specialising in immersive interactive narrative, character development, and creative direction. Led the narrative department on Atomic Heart — an award-winning, critically acclaimed title — overseeing scriptwriting, dialogue, and the full creative pipeline from pre-production to release. A longtime BioShock fan drawn to narrative-first worlds built around player agency and environmental storytelling. Open to expanding hands-on narrative design responsibilities alongside leadership, bringing a writer's instinct back to the craft. Experienced working in distributed, multi-site teams across time zones.

EXPERIENCE

Narrative Lead • Mundfish — Atomic Heart *Aug 2024 – Present*

- Lead creative direction of narrative, overseeing story development, character arcs, and dialogue from pre-production through release
- Mentor and guide a narrative team of 4, fostering creative growth and ensuring consistent storytelling quality across the project
- Evaluate, refine, and greenlight narrative pitches, storylines, and character concepts
- Supervise script writing, script doctoring, cutscene production, and mocap sessions
- Drive cross-department collaboration with art, design, and audio to maintain narrative cohesion
- Explore and integrate AI tools to support creative workflows and production drafts

Narrative Producer • Mundfish — Atomic Heart *Mar 2023 – Aug 2024*

- Managed the narrative and localization pipeline, ensuring story consistency and quality across all content
- Wrote and doctored game scripts; adapted narrative content for Western audiences, preserving original intent and character voice
- Coordinated localization and dubbing across multiple languages, maintaining narrative tone and character voice
- Managed a team of up to 5 narrative specialists and external creative vendors

Narrative Manager / Localization Specialist • Mundfish — Atomic Heart *Jun 2022 – Mar 2023*

- Managed narrative team and coordinated with technical, design, art, and production departments
- Implemented game scripts, subtitles, and dialogue systems directly in Unreal Engine 4/5
- Coordinated narrative pipeline across a distributed multi-site team with global development partners
- Supervised localization and dubbing processes

Narrative Designer • Mundfish — Atomic Heart *Feb 2022 – Jun 2022*

- Wrote game scripts and dialogues; implemented scripts, subtitles, and narrative sequences in UE4

Narrative Designer • VOKI Games — Manor Matters *Sep 2021 – Jan 2022*

- Wrote and edited game scripts; created narrative mechanics and game elements

Lead Narrative Designer • Ayist Games *Nov 2020 – Aug 2021*

- Led narrative and screenwriting departments; coordinated with art and production teams
- Designed narrative mechanics, monetisation systems, and in-game progression
- Performed RU–EN translations of in-game and interface scripts
- Managed community communications for English-speaking audience

Narrative Designer / Game Designer • Ayist Games *Feb 2020 – Nov 2020*

- Created narrative mechanics and game elements; wrote and edited scripts
- Developed and maintained game levels in Unity; staged game scenes and dialogues

SKILLS

Narrative & Creative: Story development, scriptwriting, dialogue writing, script doctoring, character development, interactive narrative, narrative systems, environmental storytelling, narrative direction, creative mentorship, UX writing

Production: Narrative pipeline management, team leadership, cross-disciplinary collaboration, distributed multi-site team coordination, localization management, dubbing supervision

Tools: Unreal Engine 4/5, Unity, Jira, ClickUp, Trello, Slack, Google Suite

Languages: Russian (Native), English (Full Professional), French (Professional Working), Korean & Finnish (Elementary)

EDUCATION

MA, Game Design • Brunel University London *2018 – 2019*

MA, Foreign Languages & Cross-Cultural Communication • Higher School of Economics *2017*

BA, Language Interpretation & Translation • Moscow State Linguistic University *2013 – 2017*