

Varia Chernova Narrative Designer

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PROFILE

Narrative designer and writer with a background in theatre and film, specialising in character-driven dialogue, branching narrative, and emotionally reactive storytelling. Experienced in shipping narrative content across RPG and dialogue-heavy titles, with a focus on distinct voice and player-driven outcomes.

PROFESSIONAL EXPERIENCE

- Roehampton University, University of Arts London, Design Museum** 01/2026 – Present
Educator, Associate Lecturer
Developed and taught a Narrative Design at the University of Roehampton, covering storytelling, character creation, and branching narrative using Twine and Ren'Py. Delivered workshops adapting teaching and software instruction for diverse learning environments.
Skills: narrative design, teaching, workshop facilitation, software tutorialisation
- Longdue - Indie Game Studio**  09/2024 – 03/2026
Writer, Narrative Design
Developed characters, branching dialogue, and narrative content for *Hopetown*, a narrative-driven isometric RPG. Collaborated across disciplines to deliver worldbuilding, documentation, and quest content.
Skills: worldbuilding, character design, branching dialogue, concept development
- Brave At Night - Indie Game Studio**  04/2024 – 12/2024
Quest Writer
Designed and wrote 100+ quests for a narrative kingdom management title, *Yes, Your Grace 2: Snowfall*, set in a medieval fantasy world inspired by Slavic folklore.
Skills: worldbuilding, character concepts, branching dialogue, questlines.
- Kittens in Timespace - Indie Game Studio**  08/2022 – 08/2023
Writer, Localisation
Wrote cinematic dialogue and character barks for *Kickback Slug: The Cosmic Courier*, collaborating with the narrative lead. Contributed voice-over and supported localisation with Russian translation.
Skills: cinematics, dialogue, character barks, voice over, translation.
- Freelance Creative - Self-employed** 2016 – 2024
Creative Writer, Filmmaker, Producer
Created end-to-end video content for commercial clients and indie creators, covering concept development, scripting, filming, and editing across a range of media projects.
Skills: directing, scriptwriting, video editing, social media, lyrics, poetry.

SKILLS

Articy Draft • Unity • Ink • Twine • Jira • Google Tools • Miro • Adobe Creative Cloud

LANGUAGES

English • Russian • Spanish

COURSES

- Storytelling for The Screen, Scriptwriting** 2021
A Dramatic Improvement
- Game Writing Masterclass I, Game and Interactive Media Design** 2021
The Narrative Department

EDUCATION

- Digital Film Production BA (Hons)** 2015 – 2018
Ravensbourne University