


# Christina "Chride" Lassheikki


## NARRATIVE & GAME DESIGNER

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christinalassheikki.com 

linkedin.com/in/christina-lassheikki/ 

classheikki 

## HI, I'M CHRIDE!

I'm a versatile and flexible game and narrative designer with a generalist attitude and experience in F2P LiveOps, game writing, rapid iteration, user research, and game prototyping. Unafraid to learn new genres, tools, techniques and design mindsets, I have a wide skillset for narrative and game design for mobile, PC, and beyond.

## SKILLS

Narrative design  
LiveOps events  
Data-informed game design  
Working with actors  
Documentation  
Project management  
Teaching and mentoring  
Educational game design  
Social media & community  
Copywriting  
Visual storytelling  
Animation

## SOFTWARE

Unity 3D  
Ink, Twine, Ren'Py, Construct 3 &  
Yarnspinner  
CSS, Html  
Wordpress  
Jira & Confluence  
Microsoft Word, PowerPoint & Excel  
Google Docs & Google Sheets  
blender 3D (animation & modelling)  
Adobe XD, Photoshop, Illustrator, InDesign,  
& After Effects

## LANGUAGES

English | Swedish | Finnish | French

## WORK EXPERIENCE

### ● Skunkworks Games, Narrative Designer

OCT 2021 - PRESENT

In charge of designing and implementing new content, LiveOps events and quests, narrative design and game writing for Merge Friends (iOS, Android). Designed seasonal and recurring events that gave significant revenue boosts. Onboarded new team members. Assisted with game and UI design on social and monetization features. Developed the localization and narrative pipeline. Game writing, level design and narrative development for upcoming games.

### ● Skunkworks Games, Junior Narrative Designer

JAN 2021 - SEPTEMBER 2021

Designed new narrative features. Wrote and implemented cutscenes, in-game writing, barks, character briefs and more. Prepared the hit mobile game Merge Friends for localization and global launch. Provided player support through ZenDesk, reviews and social media. Assisted with copywriting. Full-time since June 2021.

### ● Aalto University, Research Assistant, "Playable Concepts"

OCT 2019 - MAY 2020, OCT 2020 - MAY 2021

Created interactive research articles, tutorials, workshops and mini-games in collaboration with the rest of the Playable Concepts team for Annakaisa Kultima. Part-time.

### ● Game Artist, "CO2 Polar Bears"-project

JUL 2020 - OCT 2020

Game artist and animator (2D) for an environment education game for the Arctic museum.

### ● Art Teacher, City of Helsinki

AUG 2017 – APRIL 2020

Part-time art teacher at various schools in Helsinki. Taught art, media, game making, animation, film making and ICT skills. Adapted teaching to remote during Covid restrictions.

### ● Aalto University, Game Designer Summer Trainee

MAY 2019 - SEPT 2019

Game and narrative design for an escape room, and for the location-based mobile game Energy on Campus.

### ● Aalto University, Research Assistant, "Aalto Drawing"

SEPT 2017 – DEC 2018

Project management and communication in a multidisciplinary dev team setting. Game design, syllabus design, UI/UX design. Assisted with user research and testing. Held demos at CHI Play and SyysGraph.

### ● Work experience in customer service, offices, teaching

JUNE 2011 - JULY 2017, DETAILS AVAILABLE ON REQUEST

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## EDUCATION

- **Aalto University School of Art, Design and Architecture**  
SEPT 2018 - JULY 2022  
Master of Arts, New Media - Game Design & Production  
Thesis: *Game Writers & Narrative Designers* (2022), supervisor Annakaisa Kultima. Grade 5/5.
- **Aalto University School of Art, Design and Architecture**  
SEPT 2011 - DEC 2019  
Master of Arts, Art education  
Thesis: *Game Jams for Learning* (2019), supervisor Mikko Sallinen. Grade 4/5.  
Minor: Animation, Dept. of Media - Film School ELO  
Bachelor of Arts, Art Education (2015)  
Minor: History, Åbo Akademi University (2013-2014)

## VOLUNTEERING

- **IGDA Game Writing SIG, Script Reading Workshop Co-organizer**  
SEPT 2021 - PRESENT  
Co-organizer of the monthly Beginner-friendly Script Live Reading sessions of the IGDA Game Writing SIG.
- **Pride Game Jam HKI, Organizer**  
MAY 2021 - PRESENT  
Led a team of 10+ organizers and volunteers, together with which we raised 5000€ in sponsorships, produced a 2-day game jam with streamed educational programme and panels.
- **Finnish Game Jam 2021, Graphics Artist**  
OCT 2020 - JAN 2021  
Created six character illustrations, visual identity complete with typography, logos and colors, as well as designed the sticker sheet, banners and social media content visuals for the jam.
- **AYY, Tutor Student for International Students**  
AUG 2013 - MAY 2014  
During my BA, I was a tutor for exchange students, helping them with practicalities of relocating to Helsinki.
- **Kyrkslätt Scouter rf, Scout Leader**  
AUG 2007 - MAY 2011  
As a teenager, I was an active troop leader for kids of various ages. I helped organize camps, raise money, and held weekly meetings. 2010 - 2011 member of the board.

## GAME CREDITS

- **Paradise Pursuit** (2022) Hidden Spider Studios, 2022. Game writing, narrative design. iOS & Android.
- **Merge Friends** (2021) Skunkworks Games, 2021. Narrative designer. iOS & Android.
- **CO2 Polar Bears** (2020) Kultima & Mieltiäinen. Graphics, UI, animation.
- **Aalto Junior Escape** (2019) Game design, UI/UX-design. Escape room.
- **Energy on Campus** (2019) UI/UX-design & graphics, narrative design. iOS.
- **Aalto Drawing** (2018) UI, producer, gamification design, graphics. Android.

In addition to professional credits, 25+ game jam and personal projects, 2015 - 2022.

### Games available on itch.io:

classheikki.itch.io/

### Game writing samples available at:

christinalassheikki.com/writing

## FILM

- **'Bring Your Child To Work'**. (2018), 8", stop motion animation. Co-director, props. Screened at TAFF, Flow Festival, YLE.

## AWARDS

- **Jamtivist of the Year** - Finnish Game Jam 2021
- **Mochabot Organic** - Finnish Game Jam Award 2019
- **Aalto Drawing** - CHI Play Student Game Competition Finalist 2018

## HOBBIES

Game jams | Archery | Singing | D&D