Johannes Lange
Game & Narrative Designer

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🗪 German (native) | English (fluent)

I am a game design student, based in Berlin, currently studying at Medaidesign University (Md.H.). I have a keen interest in game design itself, narrative desgin, and any and all forms of creative writing. Communicating with my team, and working together towards making our ideas a reality is my passion.

Education

Game Design Bachelor
Mediadesign Hochschule (Md.H.), Berlin
October 2022 - ongoing

General Certificate of Education (Abitur)
Greifen Gymnasium Ueckermünde
June 2020

Skills

Game Design | Gameplay loops, gameplay features, mechanical interactions, systemic & level design

Narrative Design | Character writing, dialogue writing, narrative integration, effective storytelling

Documentation | Communicating ideas effectively with the team, adapting to their needs & creating consistency

UX Design | Accessibility, 3Cs, testing, iterating & improving based upon feedback

Recent Projects

Project 111 | Game & Narrative Design Lead
Summer 2025
- Creating narrative framework and direction
- Writing and implementing characters
- Leading team of game designers, designing mechanics, creating roadmaps, dividing and assigning tasks
- Documenting and updating game design decisions in GDD Constant and clear team communication

Eternal Quest | Game & Narrative Designer
Winter 2024
- Creating mechanics and gameplay systems in a team of 3
- Documenting the decisions by updating GDD constantly
- Testing out new cards throughout the entire project
- Writing the narrator, casting a professional voice artist, and live directing VO recording sessions
  Creating additional art (Narrator, Menu Screen, Cards)

Speakeasy | Narrative Designer
Summer 2024
- Creating the setting for the game
- Writing a backstory for our main character
- Creating ways for backstory to be explored in the game
- Creating the main antagonists and side characters
- Writing ~40 additional NPCs in the Godot engine

Softwares

Taiga   MS Visio   UE 5   Office   Github   Photoshop

Current Interests

Games - *Action & Competitive* (Marvel Rivals) | *Narrative* (Disco Elysium & Deltarune) | *Rogue-Lite* (Hades II), *RPG* (Baldur's Gate) | *TTRPGs* (D&D 5e, Pathfinder 2e)

Film - *Superman, Thunderbolts, Mickey 17, Anora, Dune*
TV - *Buffy the Vampire Slayer, One Piece, Twin Peaks*

Books - *Rick Riordan* (Heroes of Olympus, The Trials of Apollo) | *Brandon Sanderson* (Yumi & the Nightmare Painter, Mistborn, The Stormlight Archives) *Nguyễn Phan Quế Mai* (The Mountains Sing)