

FARHANA KHAN

NARRATIVE DESIGNER | WRITER

Portfolio : <https://khanfarhana.com>
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Story driven puzzle game, Days Lost. Demo version is the **Winner of Tranzfuser 2020, Audience Award. Tentacle Zone Incubator 2021. Shown in EGX Rezzed 2021.**

- Conceptual development of storyline, character, setting, etc.
- Writing dialogues, descriptions, UI texts, and documentation; direct voice overs
- Scripts for the trailer.

Directed and co-created a Virtual Reality game prototype, called The Act of Shopping.

A short interactive fiction/ Character sketches and dialogue excerpts

RESPONSIBILITIES:

Collaborate with technologists to improve company's media recognition AI-ML platform, Vision Cloud

Creating character driven narratives to help drive business.

RESPONSIBILITIES:

Wrote engaging social media stories for international brands, ensuring significant increase in engagements

Created SEO oriented content for Agency's new website

RESPONSIBILITIES:

Devised multiple promotional campaigns for both Broadcast and Digital

Worked closely with the motion graphics team on design

Spearheaded full scope of creative process from ideation to final execution.

GAME EXPERIENCE

Jun 2020 - Present

Narrative Designer

WORDPLAY GAMES

Jun 2019

VR GAME

TWINE/WRITING PROMPTS

OTHER EXPERIENCE

Sep 2019 - Present

Creative

PRIME FOCUS TECHNOLOGIES

LONDON

Feb 2019 - Jul 2019

Digital Copywriter

MOTIF AGENCY

LONDON

June 2015 - Nov 2017

Assistant Director

PRIME FOCUS TECHNOLOGIES

MUMBAI

India Empire, 2012

Published three co-written articles as a journalist at India Empire magazine

HearAngel, 2018

Wrote a social media campaign for a mobile application, HearAngel.

A storyteller with an extensive writing experience in different mediums. I thoroughly enjoy strong gameplay, unforgettable dialogue, and captivating narratives.

I'm also a facilitator at UK Games Fund helping indie game companies to push their very first game prototype.

PERSONAL PROJECTS

UKGTF (2020)

Conceptualised and directed multiple trailer videos for UK Games Fund.

EVENTBRITE (2019)

Designed an interactive poster for an Eventbrite event

SUPERCOMPANION (2018)

Awarded finalist for the concept and business module of an interactive mobile application in The Big Idea Competition.

AR STORIES

Created a series of interactive stories in Augmented Reality

EDUCATION

2019 University of Westminster, UK
M.A. DIGITAL & INTERACTIVE STORYTELLING

2015 Jamia Millia Islamia, India
M.A. MASS COMMUNICATION

2013 University of Delhi, India
B.A. ENGLISH (HONS.)

AREAS OF EXPERTISE

Content writing, Editing

Narrative Design

Familiar with Unity

Twine

Adobe Premiere Pro, Illustrator, InDesign

Photography

LANGUAGE

English

Hindi

Arabic