

Dan Dawes

Award-winning Writer and Narrative Designer
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‘He’s brilliant at his job, and kind as a person. He loves games but his knowledge goes far beyond.’ – Imre Jele, BAFTA winning creative director and studio founder

‘Hire Dan!!’ – Kim MacAskill, Emmy-nominated creative director

‘A fantastic writer [and] person who made my time at Supermassive the best!’ – Sally Squibb, associate producer

2022 - Present: Advanced Writer and Narrative Designer, Supermassive Games

- Three shipped titles: *Little Nightmares III* (**BAFTA long-listed**), *The Backstage*, and *The Casting of Frank Stone*. Two more titles are due for release.
- Wrote episode 4 of *The Sounds of Nightmares* audio series, helping partners Bandai Namco win a **Webby Award for Best Branded Podcast** and a nomination for Best Limited Series.
- Through a game’s full life-cycle, I develop concepts, write punchy dialogue, build memorable characters in rich world-building, cast actors, direct voice and mocap performance, design clear documentation, create branching using narrative tools, collaborate across disciplines... and even lend a hand as a voice actor!

2018-2022: Freelance Games Writer

- Helped develop the newly-founded company Dorian Games as a **writer**, **ambassador**, and **broadcaster**. I wrote multiple branching games, regularly created story prompts for other authors, helped to establish the app’s live features, and formed a troupe of actors to stream authors’ stories across the world.

- Collaborated with BAFTA winning creative director Imre Jele to develop my play *Tales from Star City* into a video game. A prototype chapter was created for publishers, but the pandemic meant we had to cancel the project.

2016 - Present: Freelance Creative

- **Narrative consultant** for *I Write Games Not Tragedies* – an indie title developed by Studio Wife – and various theatre productions, including a climate change comedy (performed in Catalonia, Sicily, and Stockholm) and prog rock puppetry!
- **Director** of multiple theatre productions – including my own plays and the work of Shakespeare. I regularly toured these productions across the UK and Europe.
- **Creative lead** for *Ascending Ages*, a bespoke play I developed with a team of actors, writers, and creatives. Commissioned by Hackney Historic Trust, it was performed in a 12th century tower in East London.
- **Co-founder** of Idle Discourse, a theatre production company for which I have developed multiple productions from concept to delivery.

Additional Experience and Skills

- **Mentor** for aspiring game devs through Limit Break and Arts Emergency.
- **Chair** of Green Shoes Arts for six years, a charity which ran activities for children from disadvantaged backgrounds and adults with complex needs.
- **Trustee** for three years at The Questors – the largest community theatre in Europe. Developed a new writing festival and worked as the Director of Studies for their ‘Acting for All’ course.
- **Qualified teacher** (PGCE), with five years’ experience working in schools.
- **Actor** with credits across the world and an **Off West End** nomination.

Education

- **2011: University of London, Institute of Education** – PGCE (English, Drama, and Media)
- **2005-2008: University of Cambridge** – MA CANTAB (Education with English and Drama).