




Meggy Pepelanova



Game Designer / Narrative Designer

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EXPERIENCE

Freelance Game Designer

Drin Drin

2014- Present, Amsterdam

As a designer, my strengths are narrative integration, immersion, and persuasive design. I'm driven to advance the medium of games. All my projects have been innovative in some way; whether in the stories they tell, or the way they tell them. My experience is diverse, ranging from virtual reality to casual games, from escape rooms to card games.

Project Highlights

- **Google Backstage** (writing and design)– A playful exploration of Google's privacy settings
- **Balance Escape Room** (writing & design) – Translating Armin van Buren's music album into an escape room
- **Schengen Museum Game** (writing & design) – Engaging 10-12 year olds with the idea of free borders
- **Sigra Samenwerking Games** – (writing & design) A collection of serious games to facilitate collaboration in healthcare
- **Lentevuur (writing & design)** – A thriller novel with an envelope of puzzles that unravel a murder mystery
- **Unreleased under NDA** (concept & design) – A persuasive interactive comic about taking xtc at festivals
- **Can't Wait to Learn** (design) – A literacy game for refugee children
- **The Kumara Challenge** (writing & design) – A mixed reality flight simulator for CEO recruitment
- **Nikki's Tech Team** (writing & design) – The biggest online escape room in education
- **Nightmare of Eveline Shadow** (writing & design) – An interactive theatre horror game with a cast of 6 actors

Game Designer

Sherlocked

2016 - 2019, Amsterdam

Sherlocked is an experience design company focused on creating playful experiences in the real world, with escape rooms ranking among the highest in the world.

Concept development, game design, project management, leading design juniors, briefing art / software development, procurement, prototyping, pitching, user testing, communication strategy, funding.

Channel Manager & Project Manager

Illuminata Media

2015 - 2016

Illuminata Media is a digital media company with an international portfolio generating over 1,3 billion views per month on YouTube

EDUCATION

Master in Media Innovation

Breda University of Applied Sciences (NHTV)

2012 - 2014, Breda

Specialisation in Mixed Reality Games.

Bachelor in Media and Entertainment Management

Breda University of Applied Sciences (NHTV)

2007 - 2012, Breda

AWARDS

Silver Award for New Interfaces, Winner

Best Applied Game Award, Nominee

The Kumara Challenge, &ranj

HSP Huygens Scholarship

Top 10% of international students in the Netherlands