

# LAURA HABERS

*Narrative Designer / Game Writer*

31+6.307.35.664 · Laura.Habers@Outlook.com · Gouda, the Netherlands

<https://www.linkedin.com/in/laurahabers/> · <https://laurahabers.gamedesignskills.com/>

## PROFESSIONAL EXPERIENCE

### *Educational Coach*

**YOEP | 8/2023 - Present**

- Demonstrated high digital literacy by rapidly adapting to CRS and ONS healthcare systems for managing internal reports, declarations, and patient documentation.
- Observed and analyzed students' behavior and feedback to understand motivation and adapt coaching approaches for optimal engagement and support.
- Worked in a dynamic environment requiring flexibility and quick adaptation to changes in students' mental wellbeing or support networks, ensuring appropriate responses and maintaining group safety.
- Applied a holistic, cross-disciplinary approach by coordinating with social workers, psychologists, behavioral scientists, schools, and parents to align decisions with each child's unique needs and capabilities, while balancing the priorities and limitations of all parties involved.
- Ensured clear communication and documentation among a multidisciplinary team of 12 members and rotating teachers to track students' progress, wellbeing, and early signs of mental health concerns.
- Participated in regular progress reviews with on-site social workers, monthly check-ins with schools, and quarterly consultations with multidisciplinary partners to evaluate student progress, gather feedback, and determine when strategies needed adjustment.
- Led cross-disciplinary improvement projects, including designing an escalation framework with a behavioral scientist and refining it through iterative feedback from frontline specialists and the quality department to ensure clarity and consistency in handling student behavior.

## EDUCATION & CERTIFICATIONS

### *Game Writing Bootcamp / Game Design Skills*

*June - Sept 2025*

- Adapted seamlessly from Microsoft Office to G Suite, collaborating efficiently through shared Google Drive environments.
- Conducted genre and content research across films, TV, and video games, analyzing AAA and AA titles that share similar narrative themes and mechanics to understand possible player motivations and expectations that inform worldbuilding, quest design and interactive storytelling within the historical fantasy genre.
- Conceptualized and illustrated Frisia's game world and starter city map to include faction domination, points of interest and distinct biomes.
- Developed a key location and five buildings with integrated narrative meaning, NPCs, and gameplay usage; tested related branching quest dialogues in Arcweave to ensure cohesive flow and narrative quality.
- Designed a total of 9 characters, including their character biographies, barks, weapons and attack designs.
- Scripted 3 linear opening quest dialogues leading to gameplay and 3 branching questlines with interactive storytelling mechanics, ensuring player choices shape narrative outcomes and emotional beats.
- Developed a 30-second opening sequence script and 14-panel storyboard that clearly communicated view, location, action, and voice-over, while establishing the world, central conflict, and player actions.
- Produced voice-over documentation to include 4-character breakdowns (Personality, voice tone, bio and additional notes) and audition sides (dialogue and barks) with quest summaries, context notes and voice-over directions to communicate clearly with the voice actors.

### *Writing for Videogames / EdX University of British Columbia*

*March - Dec 2022*

- Examined Observation, a story-driven Sci-fi game, for its usage of different Narrative Delivery Systems.
- Designed the Player Character, the villain and NPCs and wrote their biographies and Faction descriptions.
- Scripted an opening cutscene and a cinematic cutscene using Final Draft.
- Authored an audio log, readable and item description to practice environmental storytelling and found narrative.
- Analyzed the final boss battle barks of Horizon Forbidden West and Ghost of Tsushima for their triggers, state changes, tone of voice and if they are conspicuous or not in Excel.

- Created encyclopedia-style descriptions and maintained the game's lore database in Obsidian, cataloguing and updating all reference documents in Zotero.
- Developed the world bible by documenting key objects, Major events and narrative moments to ensure cohesion.
- Researched and deconstructed the Witcher 3, a choice-based open-world game, for its interactive storytelling and usage of hubs and variables.
- Wrote a branching dialogue where four choices lead to different interactions, allowing for player agency.

### *Creative Writing/ Schrijversacademie*

*the Netherlands / 2021- 2025*

#### *Specialization: Screenwriting*

- Wrote the premise, synopsis and logline of Restwaarde, a post-apocalyptic sci-fi movie about a future where education is substituted by data driven development programs.
- Created a story bible, mapped character arcs and event sequences, ensuring effective narrative pacing and emotional progression throughout the scenario.

#### *Specialization: Fantasy and Science fiction*

- Researched Myth as genre and High and grimdark as fantasy subgenres.
- Created a world bible, including its history, geography, climate, biomes, cultures, monsters, creatures, politics, economy, magic, technology and religion and rituals for High Fantasy story.
- Wrote multiple key scenes of a Fantasy and Greek Myth story, demonstrating pacing and emotional beats.

### *Voice Acting Workshop/ Stemacteren*

*the Netherlands / Jan – July 2021*

- Studied Voice Acting and trained in a studio setting with an audio engineer and voice actor using the CBV-method.
- Interpreted multiple scripts and performed in animation, commercials and narrative practice productions.

### *Bachelor Nutrition and Dietetics / University of Applied Sciences HHS*

*the Netherlands / 2014 - 2019*

- **Minor Smart Health and the Future of Healthcare.** Collaborated with multiple disciplines to design a smart pillowcase prototype that detects hypoglycemia through sweat biomarkers, demonstrating creative problem-solving and practical innovation in healthcare design.

## A C H I E V E M E N T S   &   P U B L I C A T I O N S   &   P R O J E C T S

Produced journalistic content for Voeding Nu and VMT in 2019 [online and in print](#).

*Vakmedianet/the Netherlands / 2019*

Won a short story competition and got published in Vakantie Blunders.

*Jinscom/the Netherlands / 2021*

Won a short story competition and got published in Oh, wat een geweldig jaar.

*Jinscom/the Netherlands / 2022*

Won access to the Film by the Sea scenario workshop for my one-page Achterwaarts Roken. *Film by the Sea/the Netherlands / 2022*

## T E C H N I C A L   S K I L L S

### *Narrative Design / Game Writing*

- |                                 |                         |                            |
|---------------------------------|-------------------------|----------------------------|
| - TTRPG Writing/ Dungeon Master | - Character Design      | - Voice-over Documentation |
| - World Building                | - Location Design       | - Storyboarding            |
| - Linear/ Branching Dialogue    | - Weapons/ Items Design | - Screen/ Script Writing   |

### *Software*

- |               |                               |                                   |
|---------------|-------------------------------|-----------------------------------|
| - Arcweave    | - Procreate                   | - PowerPoint/ Google Presentation |
| - Final Draft | - Excel/ Google Sheets        | - Unreal (Limited)                |
| - Miro        | - Microsoft Word/ Google Docs | - Obsidian/ Zotero                |

## S O F T   S K I L L S

- |                               |                  |                |
|-------------------------------|------------------|----------------|
| - Cross-cultural collaborator | - Proactive      | - Organized    |
| - Communicative               | - Problem-solver | - Confidential |
| - Team player                 | - Analytical     | - Fast Learner |