



# VIC FRANCO

Game Designer  
& Game Writer

## EXPERIENCE

### *Mika and the Witch's Mountain*

Chibig, Nukefist. 2025.

- Lead Game Designer (Progression, Systems).
- Technical Game & Narrative Designer (Unity Engine).
- Quest Designer (Narrative-driven Fetch Quest System).
- Narrative Systems Designer (Custom Branching System).

**Publisher:** Chibig. **Scope:** Indie. **Genre:** Open-World, Slice of life. **Tonality:** Cozy. **Platforms:** PC, NX, XBOX, PS. [Steam page](#).

### *Creatures of Ava*

Chibig, Inverge Studios. 2024.

- Principal Quest Designer.
- Additional Game Designer and QA Tester.
- Narrative Systems Designer (Epistolary, Environmental Narrative & Asst. Level Design).

**Publisher:** 11 Bit Studios. **Scope:** AA. **Genre:** Open-World, Creature Collector. **Tonality:** Cozy. **Platforms:** PC, NX, XBOX, PS. [Steam page](#).

### *Edufinet*

Kaiju Games. 2021.

- Mini Games Designer.
- Quest Designer.

**Publisher:** Kaiju Games. **Scope:** Mobile. **Genre:** Serious game. **Tonality:** Comedy. **Platforms:** Android, IOS. [Google Play page](#).

### *Afterlight*

Silend Road Games. 2019 (Canceled).

- Lead Game Designer.
- Narrative Systems Designer (Environmental Narrative & Level Design).

**Publisher:** Badland Games Publishing. **Scope:** Indie. **Genre:** Action, Puzzle. **Tonality:** Thriller. **Platforms:** PC, NX. [Steam Page](#).

## ADDITIONAL ROLES

- Dialogue & Content Writer (Mika and the Witch's Mountain).
- Producer (Mika and the Witch's Mountain).
- Story co-writer (Mika and the Witch's Mountain, Creatures of AVA).
- Narrative Content Designer (Mika and the Witch's Mountain, Creatures of AVA).
- Kickstarter Strategist & Designer (Mika and the Witch's Mountain, Afterlight).

## EDUCATION

### *Audivisual Communication Degree*

Universidad de Málaga. 2013-2017.

- Creative Media Specialization.



## SUMMARY

My name is **Vic Franco** and I'm a **Game Designer** and **Game Writer** from Granada, Spain. I've been working in the video game industry **for over 6 years**.

I'm **mainly focused** on **narrative design** and **game writing**, but I've also **produced games** as well as worked as a **game designer** to help making games more cohesive and appealing.

## SKILLS

Unity Engine	Experienced
Google Docs	Expert
Google Sheets	Advanced
Hack'n'Plan	Advanced
Adobe CS	Experienced

## LANGUAGES

Spanish	Native
English	Fluent

## FIND ME ONLINE

- [Writing Portfolio](#)
- [Personal Website](#)
- [Itch.io](#)
- [Bluesky](#)

## CONTACT

E-mail me at [contact@vicfranco.xyz](mailto:contact@vicfranco.xyz)