



VIC FRANCO

Narrative Designer
& Game Writer

EXPERIENCE

Mika and the Witch's Mountain

Chibig, Nukefist. 2025.

- Story Co-writer.
- Dialogue & Content Writer.
- Quest Designer (Narrative-driven Fetch Quest System).
- Narrative Systems Designer (Custom Branching System).
- Narrative Content Designer (Bible: World-building, Characters).

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

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Creatures of Ava

Chibig, Inverge Studios. 2024.

- Story Co-Writer (with Rhianna Pratchett).
- Quest Designer.
- Narrative Content Designer (Bible: World-building, Creature Names, Characters).

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

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Edufinet

Kaiju Games. 2021.

- Dialogue Writer.
- Narrative Content Designer (Characters)

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

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Afterlight

Silend Road Games. 2019 (Canceled).

- Dialogue Writer.
- Narrative Content Designer (Bible: World-building, Characters).

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

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ADDITIONAL ROLES

- Technical Game & Narrative Designer (Unity Engine).
- Producer (Mika and the Witch's Mountain).
- Lead Game Designer (Mika and the Witch's Mountain, Afterlight).
- Additional Game Designer and QA Tester (Creatures of AVA).
- Mini Games Designer (Edufinet).
- 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 Writer** and **Game Designer** 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

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