



# Tatiana Tretilova

## Level designer, Narrative designer

Narrative and Level Designer with 10 years of experience in television and digital storytelling.

Former screenwriter and content editor whose work reached millions of viewers online.

Currently studying Game Design (Level Design specialization) at Futuregames and working in Unreal Engine 5. Focused on environmental storytelling, interactive narratives, and player-driven experiences.

## Contact

### Phone

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### Email

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### Address

Stockholm, Sweden

### Portfolio

tretilova.com

## Education

2004-2009

**Ivan Franko National University of Lviv**

Master Degree of journalism

2018

**Ukrainian Film School**

Screenwriter of episodes and movies

2023-2025

**SKVOT**

Narrative design for video games

Unreal engine 5

VFX for video games

2024-2026

**Future Games**

Game design with level design specialisation

## Expertise

- Narrative design
- Scriptwriting
- Storytelling
- Creating branching dialogues
- World building
- Unreal engine 5
- Niagara systems
- Level design

## Language

English C1

Ukrainian native

Russian native

## Experience

### 2023 – Present

Futuregames | Stockholm, Sweden

#### Game Design Student (Level Design Specialization)

- Studying game design with a focus on level design, environmental storytelling, and interactive narrative
- Designing gameplay spaces and interactive experiences in UE 5 and Unity
- Collaborating in multidisciplinary teams on student game projects

**Achievement:** Winner of Futuregames Best Level Design Award (2025) for the project Time to Breach

### 2022 - 2023

Indie game studio | Ireland

#### Narrative writer and screenwriter

Creating interactive novel for mobile application from the scratch - writing plot, characters and branching dialogues in close communication with illustration, translation, and developers teams.

### 2019 - 2023

Fabiosa | Ukraine, Hungary

#### Screenwriter of viral shorts, project manager, editor

- Writing and editing viral stories for 40 pages on Facebook and YouTube
- Creating narrative content: heart-touching dialogues, memorable characters
- Communicating between 5 teams during creating of content: art, film-directing, video-editing, marketing departments and translation (adaptation) board

**Achievements:** as a content editor have created one of the most viral story of the year on Fabiosas page - 500 000 likes and more than 7 000 comments. As a screenwriter I have created stories which gave my company 50 000 000 commercial views.

### 2017 - 2020

Freelancer | Ukraine

#### Screenwriter of episodes

- Have developed and written episodes with different productions and TV channels from Ukraine, Russia and Kazakhstan.

**Achievements:** Have created more than 15 episodes (detective, drama, rescue stories) from idea to dialogues.

### 2012 - 2018

STB TV channel | Ukraine

#### Editor and screenwriter of TV-shows

- Writing scripts for the most significant reality shows, talk shows, investigations, and cookery programs of the last decades on Ukrainian TV.
- Took part in the full cycle of production, starting from searching for themes and heroes to shooting and editing videos.

**Achievements:** as a screenwriter, I was working on TV shows in pre- and prime-time with a market share of more than 20%

## **Additional education and courses**

- Gamedesign, dev-to-dev (2022)
- Story and Narrative Development for Video Games, Coursera (2021)
- Psychology for scriptwriters, Tatiana Talal's workshop (2021)
- Film production, Interschool (2019 -2020)
- Script Writing for movies and TV series, Ukrainian Film School (2017 - 2018)