



RAYNOR ARKENBOUT
WRITER / DIRECTOR / DESIGNER

NARRATIVE CINEMATICS
PERFORMANCE CAPTURE

[PORTFOLIO WEBSITE](#) [LINKEDIN](#) [CONTACT](#)

EDUCATION

RITCS BRUSSELS

May 2013 - Nov 2016

*Bachelor of Audiovisual Arts:
Film and Screenwriting*

Graduated with honors. Curriculum included:
*Screenwriting, Film Theory, Academic
Narratology, Directing Actors, Visual Storytelling,
Natural Sciences, Social History, Philosophy*

FIELDS OF EXPERTISE

- Creative writing for screen: linear and non-linear
- Directing actors for live-action, performance capture, and voice-over.
- Narrative design
- Cinematic design

GROWING EXPERIENCE

- Branching dialogue
- Quest/Mission design
- AI NPC design & prompting

SOFTSKILLS

Personality for creative teamwork

- Optimistic by default
- Constructive and honest communicator
- Self-directive and pro-active
- Collaborative & excited to enable the creativity of others
- Funny, according to my partner

Accustomed to high-intensity work

- Flexible and adaptable to obstacles & limitations
- Stress-resistant in high-pressure work periods
- Always eager to learn, attempt and/or discover

CURRENT EMPLOYMENT

KEOKEN INTERACTIVE

Jan 2019 - Present

Narrative Director for indie dev of 30 FTE

Working on the full slate of projects of the studio, starting at first concept brainstorming up to development and completion. Last completed project is *Deliver Us Mars*. More on this project on the next page.

HARDSKILLS

Writing for screen

- Pitch proposals
- Lore bibles
- Character documentation
- Creative/thematic vision documentation
- Story synopses, treatments, scenes, game deliveries, and environmental storytelling

Creative leadership

- Leading creative brainstorms
- Leading creative teams
- Designing & managing creative pipelines for multidisciplinary efforts
- Upholding a creative vision for audiovisual products from start to finish

Directing drama for screen

- Editing and preparing written material for recording
- Scene blocking
- Shot listing and camera direction
- Directing (voice-)actors on set, in the volume or the booth

Narrative and Cinematic Design

- Designing and implementing various narrative formats
- Cinematic sequence editing for linear audiovisual storytelling

PROGRAM KNOWLEDGE

**Final Draft | Articy Draft | Unreal Engine 4/5
Autodesk Maya | Adobe Premiere Pro |
DaVinci Resolve**

LAST COMPLETED PROJECT



DELIVER US MARS

Feb 2020 - March 2023

A narrative-driven sci-fi action/adventure game with 3rd person platforming, puzzling, and a big emphasis on story and drama. For this project, I fulfilled the role of **Narrative/Cinematics Director**.

High-level responsibilities and roles included:

- Conceptualizing first concepts for pitch documentation
- Envisioning the creative narrative direction and seeing through its concise implementation.
- Writing all narrative documents, including worldbuilding, series bible, character documentation, cinematic style guides, and final script for cinematics.
- Designing cinematic animation pipeline from start to final product.
- Overseeing the budgeting and scheduling of the cinematics entire pipeline
- Directing PCAP shoots.
- Directing voice-over recordings.
- Shot listing, storyboarding, and shooting virtual cinematography for cinematics.
- Cutting sequences and implementing cinematics into the engine.

Reviews for *Deliver Us Mars* are widely positive about its story and dramatic performances and are oftentimes pointed out as its biggest strength.



Phil Iwaniuk
PC Gamer
★ Top Critic

75 / 100

Feb 7, 2023

A serious display of sci-fi storytelling talent, even if the production falls short of space age.

[Read full review](#)



Leana Hafer
IGN
★ Top Critic

6 / 10.0

Feb 14, 2023

A rousing mystery brought to life by a great voice cast and nuanced character writing can't really save Deliver Us Mars from its shortcomings.

[Read full review](#)



Katharine Castle
Rock, Paper, Shotgun
★ Top Critic

Unscored

Feb 2, 2023

A thoughtful exploration of humanity's will to survive, Deliver Us Mars marries big, planet-sized problems with gripping, interpersonal drama - and pleasingly tactile platforming. The only disappointment is its rather rote puzzles.

[Read full review](#)



Jenny Jones
Push Square
★ Top Critic

7 / 10

Feb 2, 2023

Deliver Us Mars has an entrancing sci-fi story that will keep you thinking long after the credits roll. There are a few little issues, such as a boring climbing mechanic and frame rate drops on Earth, but with some fantastic voice acting it's easy to get really invested in the characters and the fate of humanity. The simple puzzles do a good job at giving your brain a little workout while never being so taxing that they slow down the pace of the action. Overall, this is a great follow-up that delivers a compelling sci-fi narrative.

[Read full review](#)



Corvo Rohwer
GamingTrend
★ Top Critic

85 / 100

Feb 2, 2023

Deliver Us Mars explores what it means to struggle against extinction, and the hope of fixing a dying planet. It's a story of fear, and how it manifests into hope within some, and wrath within others. It's a short but certainly sweet narrative adventure into the stars with some casual yet amusing puzzles to help break up the flow of gameplay.

[Read full review](#)

ABBREVIATED RESUME

SPANGAS

Mar 2018 - Jun 2020

Director for a young adult television show

Responsible for 60+ episodes over three seasons of the critically acclaimed and award-winning drama for three seasons straight. Oversees the entire process from rewrites to post-production. Leading a 50 PAX production crew.

YUNGFILM

Feb 2018 - Dec 2019

Director for commercials and branded content

Working closely together with creative agencies in developing a branded concept and subsequently overseeing the entire production cycle to delivery.

NLFILM

Feb 2017 - June 2019

Concept development and pitch writing

Close cooperation with creative producers in developing new formats for series and films. Writing pitch decks and documents for funding applications.

TOWELMEDIA

Jan 2017 - Dec 2020

Director for commercials and branded content

Main focus on non-fiction like human interest and documentaries.

ENDEMOLSHINE

Jan 2010 - Oct 2012

Actor for several television series

Part of the main cast for children's comedy-drama *VRijland*, for two seasons. Also main cast for the soap opera *Goede Tijden, Slechte Tijden* for two seasons with an average of 1,5 million viewers per episode.