# RAYNORARKENBOUT WRITER / DIRECTOR / DESIGNER

NARRATIVECINEMATICS PERFORMANCECAPTURE

#### **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
- Al 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

## **KEOKENINTERACTIVE**

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

# **PROGRAMKNOWLEDGE**

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

# LAST**COMPLETED**PROJECT



# **DELIVERUSMARS**

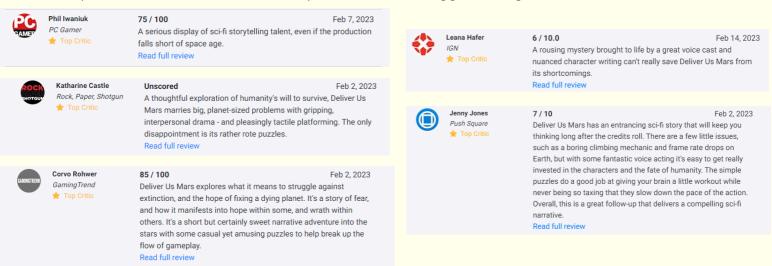
Feb 2020 - March 2023

A narrative-driven sci-fi action/adventure game with 3<sup>rd</sup> 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.



# **ABBREVIATEDRESUME**

## **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.

#### NL FILM

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.

#### TOWEL MEDIA

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.