

# Bertine van Hövell tot Westerflier

Critically Acclaimed Designer, Writer, Narrative Designer and Team Lead.

With over a decade of experience in Educational, AAA and Indie games.

## Expertise

### Creative Excellence

**Designed and written critically acclaimed games.** A Maze nomination for Meryll Wants a Cookie. Positive rating on Steam for At Eve's Wake.

**Seasoned in writing a wide range of genres.** Including horror, history, comedy and military fiction. Comfortable with writing difficult and sensitive subjects and doing them justice.

**Well-versed in all forms of game writing.** Screenplays, branching dialogues, interactive storytelling, lore, descriptions, barks, voiced dialogues.

**Experienced in various stages of game production.** Written game outlines, story bibles, design documents and art instructions according to project and team requirements. Processed team and narrative lead feedback deftly and efficiently.

### Leadership and Development

**Cultivated and assisted various teams towards a successful release.** Lead and assisted teams 3 to 15 in size. Hired and retained critically acclaimed talent from across the industry.

**Developed outlines, pitches and budgets.** Always delivered on time and on budget. Expert at distilling core game features and dealing with scope-creep.

**Displayed efficient leadership.** Able to navigate through setbacks and fires. Applied crisis and conflict management while maintaining team motivation. Quick to make informed decisions and getting projects back on the rails.

**Approached outreach actively and from the ground up.** Mentored people from underrepresented groups in games. Involved in industry networks to improve the environment for starters and veterans alike.

### Pragmatic Versatility

**Worked with multiple languages and frameworks over the decade.** Programmed custom solutions for common game writing production pipeline issues.

**Pick up and go attitude.** Quick to get comfortable with any software and technology. Fits inside any team, at any level.

**Written and pitched for major IPs and settings.** Stellaris, Tom Clancy, Vampire: The Masquerade, Doctor Who, Lovecraft.

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[Website](#) | [LinkedIn](#)

Based in The Netherlands (she/her)

### Games

#### Old Skies

Wadjet Eye | 2025

#### Stellaris: Cosmic Storms

BVHR/Paradox | 2024

#### Hauma

SenAm Games | 2023

#### At Eve's Wake

Sugar Rush Studios | 2021

#### Only Cans

Only Cans Team | 2021

#### Tom Clancy's Elite Squad

Ubisoft | 2020

#### Meryll Wants A Cookie

Lost Again | 2018

#### The Fanficmaker

Lost Again | 2015

#### Burgemeesterspel

Lost Again | 2011

#### Cuyperscode 1 & 2

Res Nova | 2007 & 2009

### Experience

#### Lost Again

September 2009 – Present

Studio Head

#### Woven Darkness LARP

August 2016 – Present

Chair

### Skills

Game Writing

Narrative & Game Design

Team Lead & Studio Management

Business Development

Java | Python | PHP | CSS

### Software

Godot | Unreal Engine

Krita | yEd | Miro | Eclipse | Inky

VSC | SVN | Git | Asana | Jira

### Education

#### Bachelor of Journalism

Fontys University (2010)

#### Foreign Reporting

University of Helsinki (2007)

#### Chinese Language and Culture

Guangxi Normal University (2008)