

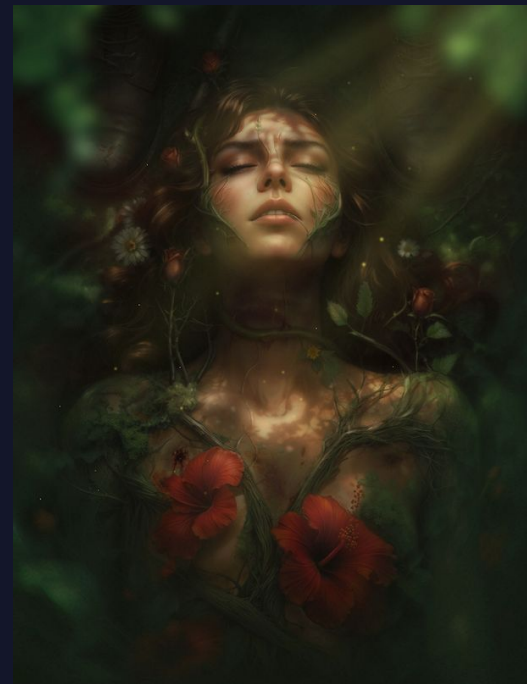
Alexander Zalesky

Narrative
Designer/
Writer
Portfolio

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Introduction

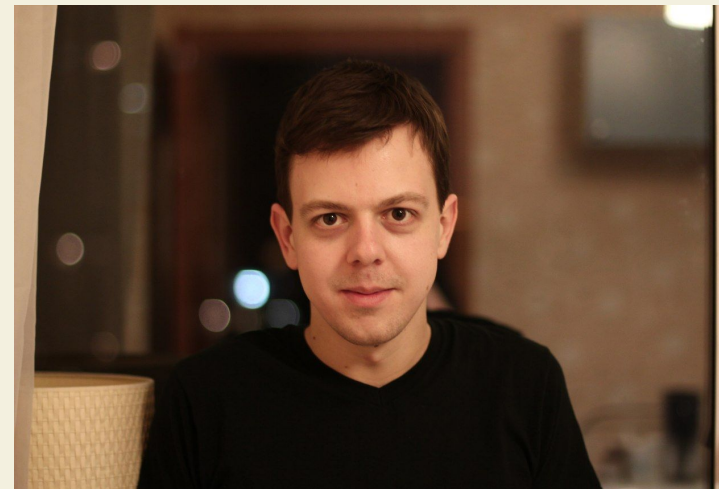
I am a narrative designer and writer with over 15 years of experience in game development, specializing in worldbuilding and dialogue writing. I'm currently the Narrative Lead at Ninsar Games, working on Saturn, a sci-fi RPG. I also write screenplays for movies and TV shows.

Previously, I was an online tutor at GeekBrains.ru, teaching story-driven game design and writing for video games. Before that, I worked as a narrative designer at MY.GAMES and Glu Mobile, contributing to Deer Hunter, Age of Empires: Asian Dynasties, Heroes of Destiny, Contract Killer, Frontline Commando, and, most recently, Left to Survive—a story-rich zombie shooter with over 30 million downloads.

I hold a degree with distinction from VGIK (2017) and graduated from Modern Literature Practices, specializing in fiction writing. Over the years, I've published short stories and poetry in Russian literary magazines.

I have hands-on experience with both Unreal Engine and Unity, as well as interactive fiction engines like Twine and ink.

Specialties: Narrative Design, Dialogue Writing, Game Writing, Screenwriting, Game Design, Team Lead, AI Tools.



Gaming Projects

2025-2026 — Seven Hearts Stories (iOS/Android, [AppStore](#))

2024 — Saturn ([steam app page](#))

2019 — Left to Survive (iOS/Android, [AppStore](#))

2014 — Frontline Commando: D-Day (iOS/Android, [AppStore](#))

2013 — Heroes of Destiny (iOS and Android, [Google Play](#))

2011 — Contract Killer (iOS and Android, [YouTube trailer](#))

2009 — Age of Empires: Asian Dynasties (Java, Android, Win Mobile, [IGN review](#))



Seven Hearts Stories

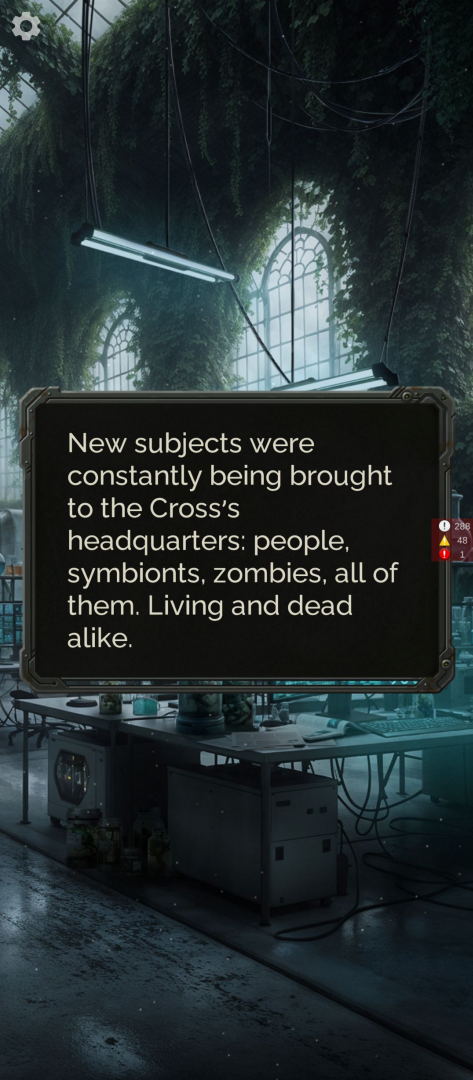


- One of the leading visual novel applications in the mobile space
- 11 visual novels available, providing for dozens of hours of playtime
 - Over 1 million downloads, 4.0★reviews
 - Mobile versions of the game launching soon

Seven Hearts Stories

My contribution to the project:

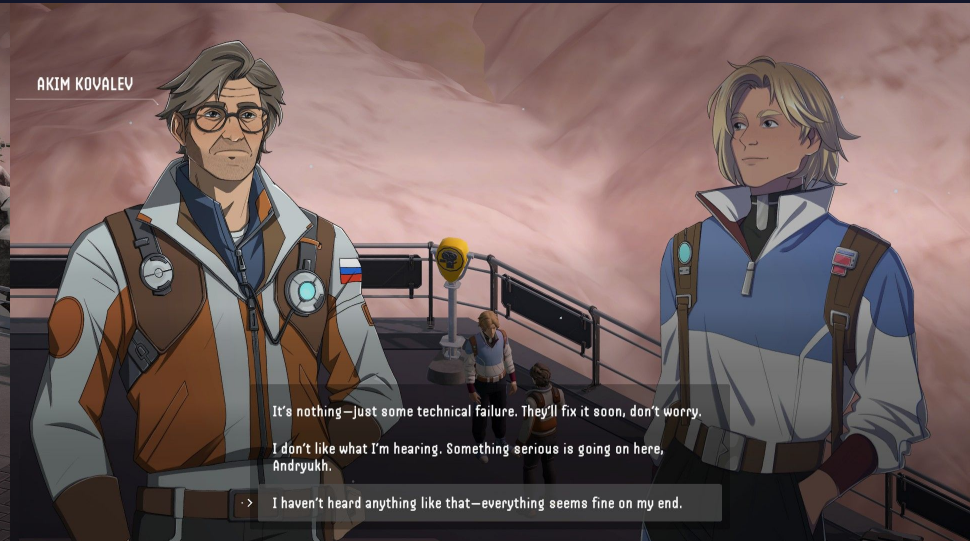
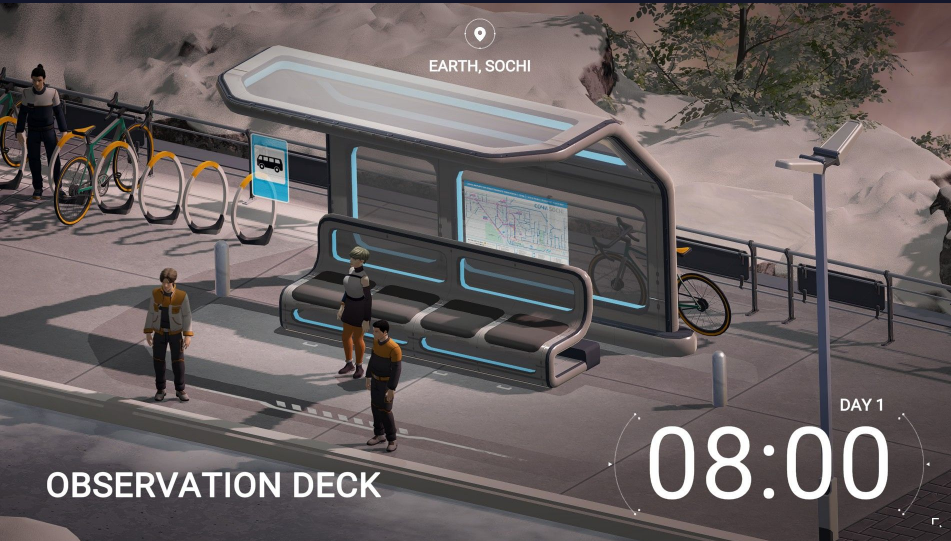
- Managing a team of writers.
- Overseeing development of new concepts and scripts.
- Evaluate story performance and effectiveness based on player feedback and data analytics.
- Developing guides and tutorials for writers.
- Supervising the hiring process of new writers.



Please follow the links
for longer text
samples

Saturn

Saturn Writing Samples



- 🪐 Roguelike Action-RPG with a dynamic, looping storyline
- 🪐 15+ hours of gameplay, featuring 4+ hours of fully voiced dialogue
- 🪐 40k players on Steam, positive reviews
- 🪐 Large sci-fi game world with potential for expanding

Saturn: Dialogue

Akim, the protagonist of "Saturn," leads this dialogue with Diana, his enigmatic companion. Deep within the simulation, Diana reveals her true nature: she is a stranded extraterrestrial being. This is a streamlined excerpt from a non-linear dialogue.

Akim: Let me guess: if I'm in a simulation, this must be some hidden underbelly of it.

Diana: Sharp guess. And why do you think you've been granted clearance to be here?

Akim: Diana, it's too dangerous here. Cut the cryptic act.

Diana: This place actually began as a cellar beneath the house of a mechanic named David. It's the only spot where I found enough space and power to anchor myself.

Diana: What you see here is a bleeding together of your reality and my memories of home. Of Phaeton.

Diana: That planet is gone. The world of my birth was torn apart by wars and ecological collapse. By the time I drew my first breath, Phaeton was nothing but a half-dead husk.

Akim: You've got a vivid imagination. But Phaeton is just an ancient Greek name. The planet theory came way later.

Diana: That word is far older than you think... Just dare to trust me. We launched an ark designed to save our species from extinction.

Diana: But we failed. Upon launch, the planet shattered into a ring of debris, and the remnants of our ship scattered across the rings of Saturn.

Akim: Not a bad story. I'll play along. How did you survive? And exactly how old are you?

Diana: I was born when the third generation of engineers was already working on the vessel. My father was a key architect of the project.

Diana: He was a wonderful father and a natural leader, but he made fatal mistakes. His life's work was pushed to the brink of annihilation by yet another war.

Akim: But that... life's work triggered the cataclysm. Which means your father became a mass murderer.

Diana: Trust me, you aren't the first to voice that accusation. By the time of the catastrophe, all our leaders were already drowning in mutual recriminations.

More writing samples [here](#)

Saturn: Item Descriptions

SPACE OBSERVATORY "RIVER TOM"

In 2030, the space observatory River Tom was launched, utilizing cutting-edge technology from Vrangel ESC. The primary goal of the mission was to study gravitational waves. For over a decade, River Tom successfully conducted observations from the Lagrange Point L3, located on the far side of Earth's orbit. At the end of its mission, as part of an initiative to clean up Earth's orbit from obsolete and defunct satellites, River Tom returned to Earth.

CHINESE STEALTH BOT RF-72 "Xia" 夏

A humanoid combat robot designed for supporting and protecting allies. It operates based on the principle described by Laozi: "He who is skilled in life, traveling across the land, encounters neither rhinoceros nor tiger, and when in the midst of an army, does not become a target for the armored fencers."

INTERFERENCE DEMONSTRATION

Exhibits where visitors can explore the mechanisms of light wave interference. If you look closely at the slits through which photons pass, the interference patterns disappear. Why? Quantum physicists are still searching for the answer.

UNKNOWN PROPELLER

Even the museum curators don't know where this exhibit came from. A small plaque on the side bears the initials M. Roginsky—the elusive avant-garde artist known for stealing exhibits from science museums and replacing them with his own useless creations.

PART OF STEPHEN THE ROBOT

Seva was a tunneling robot who gave his life in 2045 to save several mining engineers in the Beloretsk mines. When Stephen's head is powered on, unexplained electromagnetic activity occurs inside it, even though the robot's software has long been erased. Because of this, some believe that Stephen has self-awareness. But even if that were true, he is not connected to the ether network, meaning the collective madness will not affect him.

More writing samples [here](#)

Saturn



ABEPSTA TECHNOLOGY MUSEUM

9 HOURS

YOU'RE HERE

DAY 1

20:00


SATURDAY
EVENING

ABEPSTA TECHNOLOGY MUSEUM

Building a large museum in a sparsely populated area seemed a dubious idea to many. But free trips from Sochi by ferries and airlines ensured an uninterrupted flow of tourists to the museum.

NOW AT THE LOCATION:

ROBOTS: 8



ВРАЖДЕБНОСТЬ 1071

In 2838, the Tom space observatory was launched, created using the most modern Skolkovo technologies. The main goal of this flight was to study gravitational waves.

For more than ten years, Tom successfully conducted observations at the L3 Lagrange point, which is located on the opposite side of the orbit from Earth.


After completing its mission, as part of the program to cleanse near-Earth space from obsolete and unnecessary satellites, Tom returned to Earth.



Akim

SPACE DRONE "VELIMIR"

"Velimir" differs from other space drones by its large capacity - more than thirty cubic meters - and the ability to save fuel. Over the past five years, more than six thousand units assembled at factories in Russia and China have been sold, so "Velimir" is currently the most popular space drone of the K5 class [from 2 to 5 meters in diameter] in the world.



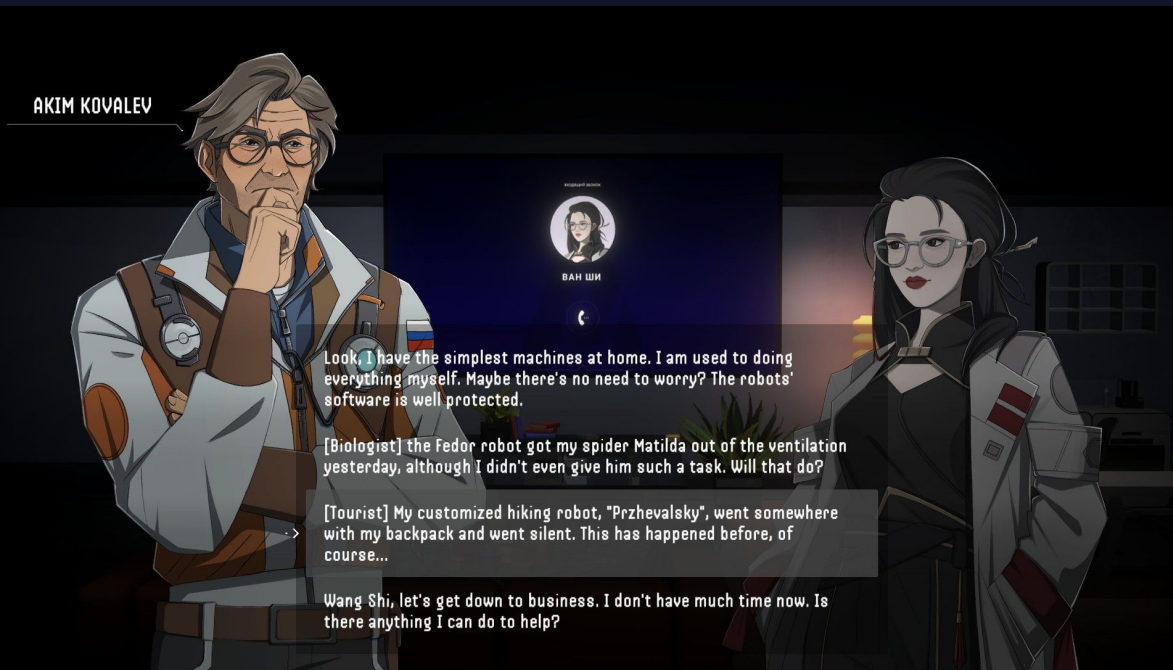
Akim

Unknown propeller

Even the museum's caretakers don't know where this exhibit came from. On the side is a plaque with the initials of M. Roginsky, an elusive avant-garde artist who steals exhibits from scientific museums and replaces them with his useless creations.

Saturn

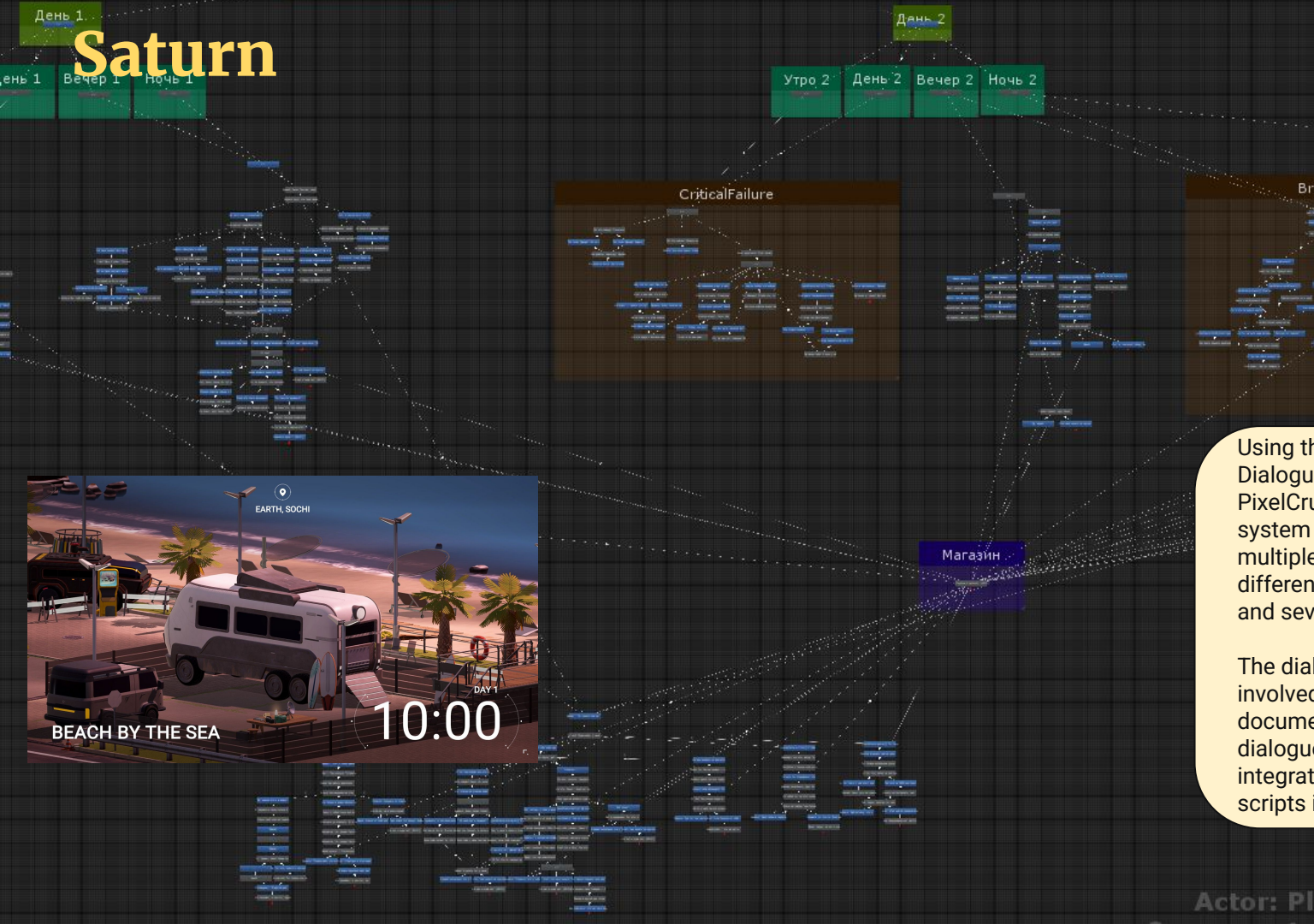
Saturn Writing Samples



My contribution to the project:

- Creating the project's concept and storyline, narrative design.
- Writing dialogues and other texts.
- Assigning tasks for voice-over specialists and artists.
- Participating in the development of dialogue tools.
- Writing scripts for trailers and contributing to marketing.

Saturn



Using the Unity plugin Dialogue System by PixelCrushers, a dialogue tree system was created with multiple sub-levels for different playthrough options and several story cycles.

The dialogue creation process involved several stages: documentation, finalized dialogues in Miro, and integration of dialogues and scripts into Unity.

Left to Survive

Left to Survive Writing Samples



30+ million
downloads on iOS
and Android

More than 8 years
of live ops

Storyline with
dozens of
chapters, 50+
hours of
gameplay

Top-100 grossing
among action
games

SALLY SNOW ?

Every Christmas Eve, the townsfolk of Providence witness a peculiar sight. A young woman comes in from the hill country on horseback, buys a crate of rifle rounds in the store, and visits a bar to grab a pint of beer. She talks to no one, and is not seen again until Christmas the next year. All anyone knows is her first name: Sally. Some say Sally lives alone in the hills, and some suggest she travels around the East Coast, with Providence holding a special place in her heart.



- MODS
- SHIELD
- PROFILE CARDS
- TALENTS

Sally can replace your playable character in the game.



WAI MING DEFENDER 160

In 2012, Wai Ming sneaked aboard a boat from Hong Kong to Los Angeles. He took on a variety of jobs and saved money to get into college and graduate. Ming narrowly escaped death after the pandemic hit LA, and was eager to take a research job offered by Hattori.



Rewarded for Region 10 completion

SKILLS

- Increases Tower HP by **30%**
- Increases Tower Damage by **15%**



LEIA SAHELILI ENGINEER 125

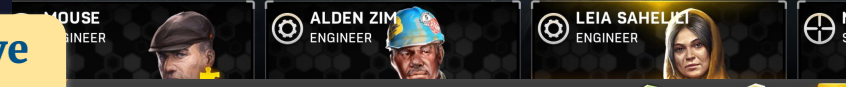
Leia was born in Florida but moved to Iraq when her parents became involved with rebuilding the infrastructure after Saddam's fall. She received an education in field engineering for petroleum. Political turmoil brought her back shortly before 2018.



GET A PREMIUM PASS

SKILLS

- Increases Building HP by **50%**
- Increases the Oil Rig's oil production by **50%**



DANIEL HANKE DEFENDER 200

Daniel was employed by a government defense contractor and created elaborate defensive installations. He faced charges for attempting to sell valuable materials to a third party, and faced a jail sentence when, luckily, the zombie outbreak occurred.



Rewarded for Region 3 completion

SKILLS

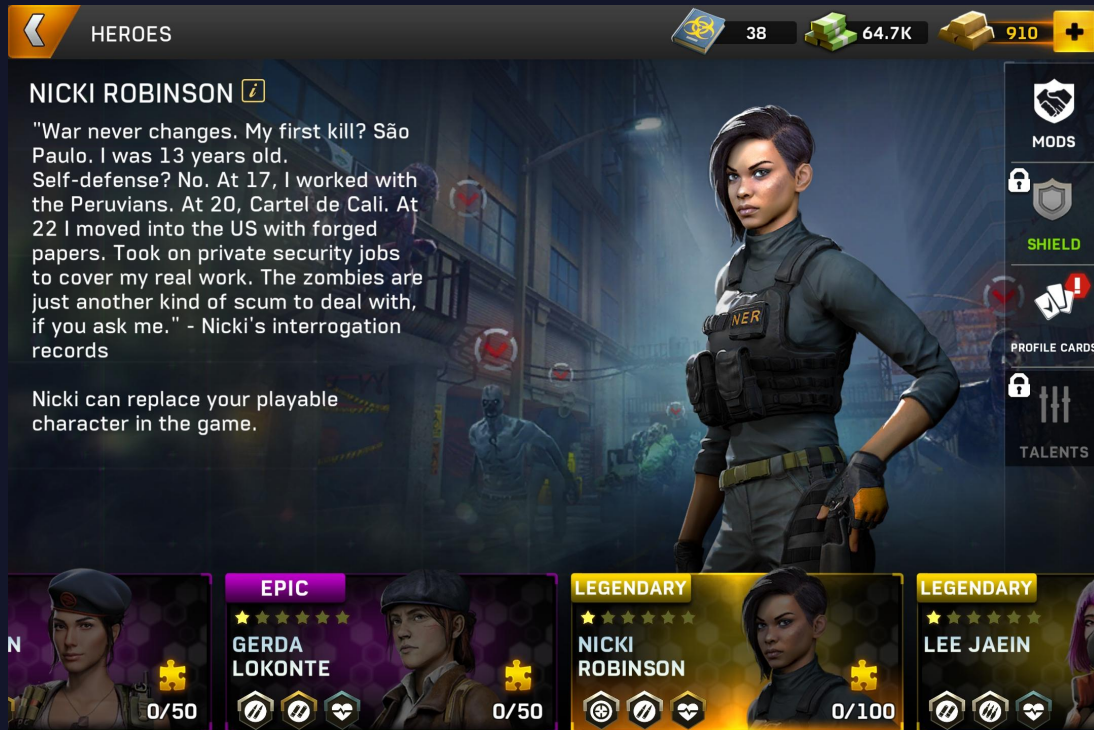
- Increases Tower HP by **40%**
- Increases Tower Damage by **20%**



Left to Survive
Hero Descriptions

Left to Survive

Left to Survive In-Game Texts

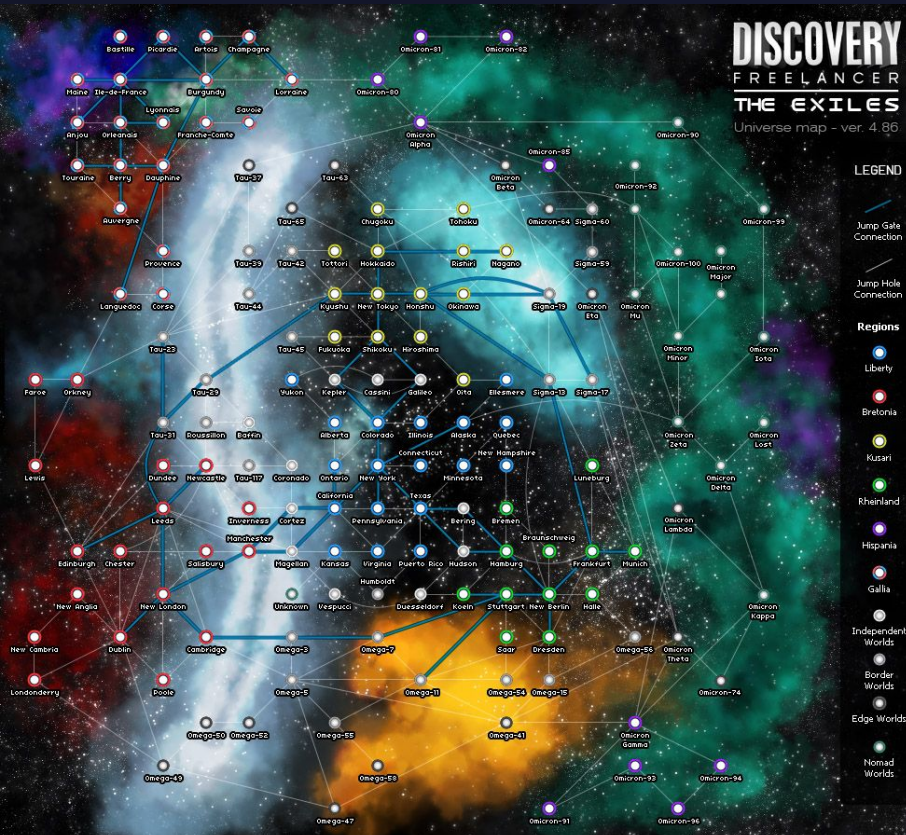


My contribution to the project:

- Narrative design and overall storyline development.
- Writing in-game texts in both English and Russian.
- Localization management.
- Working on missions and levels in Unity.
- Creating task briefs for artists, sound designers, and the project's composer.

Discovery Freelancer

Mod for Freelancer space simulator



Discovery is a multiplayer mod for Freelancer. I was the creator and original developer of the mod, and later led the development team. The community of the mod is still thriving.

The online community and servers are still active.

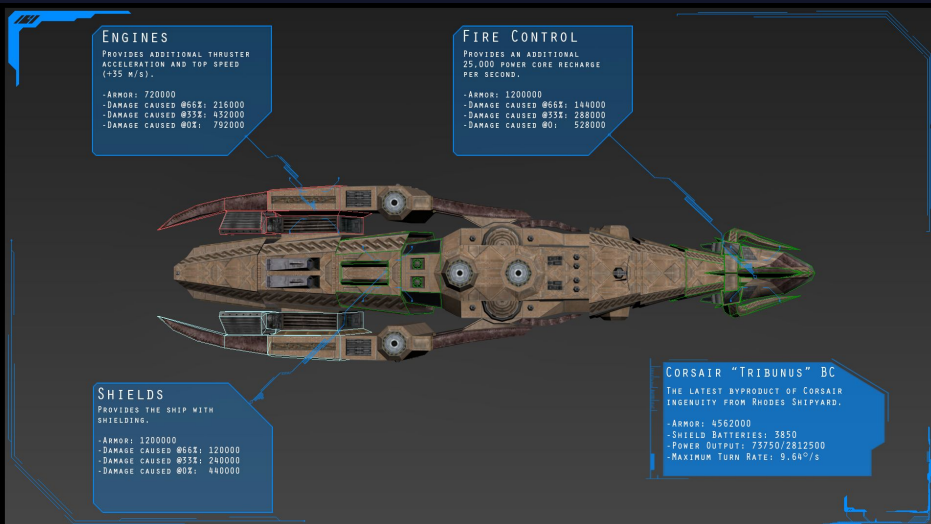
My contributions to the project:

- Creating the story concept.
- Designing new locations and events.
- Writing descriptions for ships and other objects.
- Writing descriptions of events and world history.
- Building and managing the community.

The mod was developed entirely in English.

Text sample: Full World History (with collaborators)

Discovery Freelancer



ENGINES
PROVIDES ADDITIONAL THRUSTER ACCELERATION AND TOP SPEED (+55% W/S).

- ARMOR: 720000
- DAMAGE CAUSED @66%: 216000
- DAMAGE CAUSED @33%: 432000
- DAMAGE CAUSED @0%: 792000

FIRE CONTROL
PROVIDES AN ADDITIONAL 25,000 POWER CORE RECHARGE PER SECOND.

- ARMOR: 1200000
- DAMAGE CAUSED @65%: 144000
- DAMAGE CAUSED @35%: 288000
- DAMAGE CAUSED @0: 528000

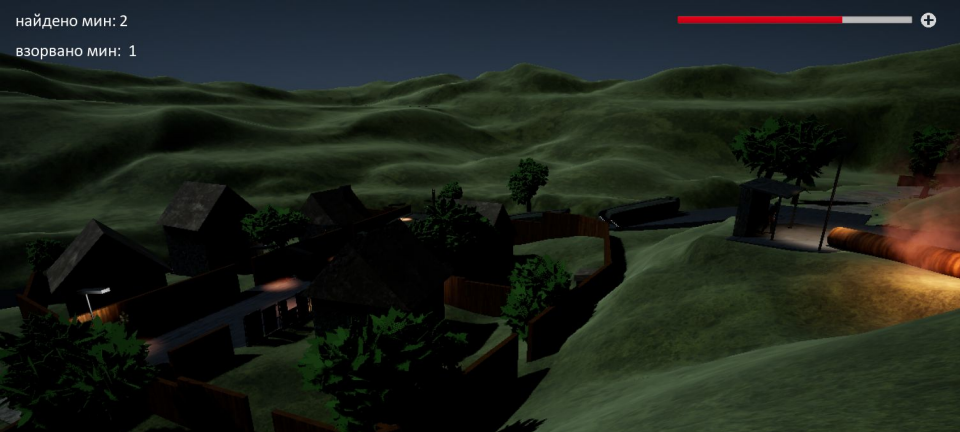
SHIELDS
PROVIDES THE SHIP WITH SHIELDING.

- ARMOR: 1200000
- DAMAGE CAUSED @65%: 120000
- DAMAGE CAUSED @35%: 240000
- DAMAGE CAUSED @0%: 480000

CORSAIR "TRIBUNUS" BC
THE LATEST BYPRODUCT OF CORSAIR INGENUITY FROM RHODES SHIPYARD.

- ARMOR: 4562000
- SHIELD BATTERIES: 3850
- POWER OUTPUT: 73750/2812500
- MAXIMUM TURN RATE: 5.04°/S



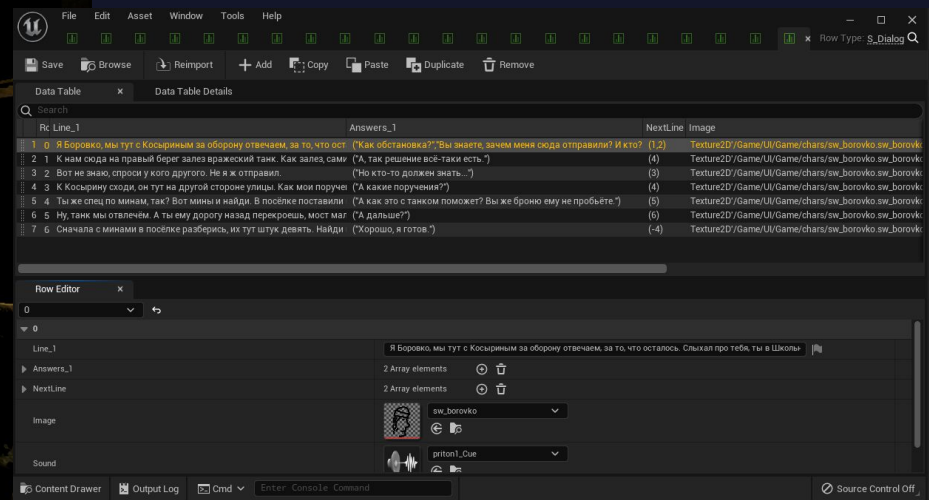


Calm Creek

Sapper simulator crafted with Unreal 5.0.3

The project started as part of a training course on Unreal and was later expanded. Calm Creek features large-scale levels and around 20 minutes of gameplay.

Setting: modern warfare, but the player rarely uses weapons.

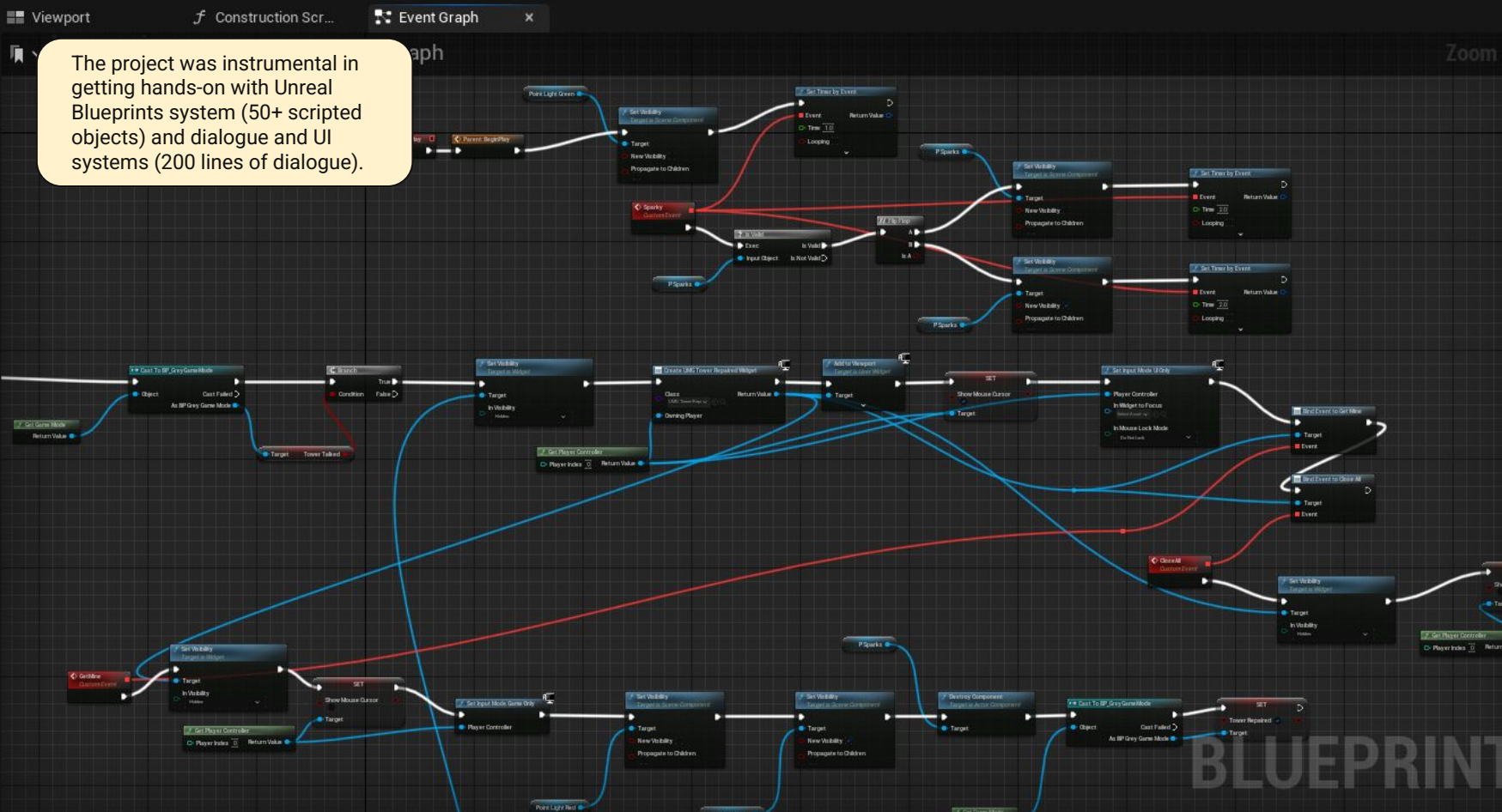


найдено мин: 2
взорвано мин: 1

найдено мин: 2
взорвано мин: 1

Calm Creek

The project was instrumental in getting hands-on with Unreal Blueprints system (50+ scripted objects) and dialogue and UI systems (200 lines of dialogue).



BLUEPRINT

Works of Fiction

“Sofia and Stalker” short story collection (Azbuka-Atticus, 2026)

“A Prison is a Tram” short story, Bookmate Originals (2021) ([link](#))

“The Return” short story for “One Chain” collection (2022) ([e-book](#))

“How I Made a Mistake and Ended up in a Landfill” short story for “Shelf Life” collection (2022)
([e-book](#))

“The Premium” short story for “Fairy Tales on Hope”, Afisha Daily, 2022 ([link](#))

Fiction: Dialogue

"Sophia and the Stalker" is a realistic short story with speculative elements.

Denis was troubled that Viktor had become the source of their freedom. Something about it felt wrong. Viktor had suspended Sophia by strings—Denis couldn't see them yet, and perhaps Sophia couldn't either.

"You know Viktor won't leave us alone, right?" he asked.

"Of course. It's a game of hide-and-seek. He'll never stop. But we're at sea now, and we just have to wait for things to settle."

"Can he get to us past the straits?"

"I'm more worried about where my father is looking right now. There's nothing special about the straits; he could reach us anywhere, really."

"Where is the ship heading?"

"Croatia. I forgot the port. They'll take us off the ship by boat—someone arranged that, too."

"What if they double-cross us? Maybe Viktor wants them to."

"Maybe, yeah. If they cheat us a little, we'll constantly need him. But if something truly terrible happens to us, he won't be able to help anymore—and what would he gain from that?"

"He must be somewhere close, right? Here on the ship?"

"You saw the state he was in. Do you really think he could survive the voyage? We shouldn't think about it. Let's just consider all the help selfless and the threats insignificant. As long as we act reasonably, as long as we keep moving forward, we can't make a mistake. And we can't control chance anyway."

More dialogue writing samples [here](#)

TV Writing Sample

“Wild Field”

Genres: Historical drama, Action

References: The Border (2016), Vikings (2013), Sofia (2016).

Late 15th century. Ivan III Vasilyevich rules from the Moscow throne. Russian lands are expanding, victories over the Tatars and Lithuania have been secured, and traders and travelers from Moscow venture further than ever before. But troubling tensions are also rising. Conflicts with neighbors remain unresolved. Despotism, unchecked by law, leads to the tyranny of princely officials. The Grand Prince struggles to decide on his heirs. Even his own faith is in question—he has long kept heretics among his closest advisors.

To the south and east of Moscow, new khanates emerge from the ruins of the Golden Horde. Kazan and Crimea launch raids but sometimes act as allies, while the Nogais send tens of thousands of horses to Moscow for trade.

The Wild Field—a vast steppe stretching south of the Grand Duchy of Moscow—remains an untamed land, a “Wild Wild East”, where strength, chaos, and deception reign.

The story features both real historical figures and events, as well as fictional characters.

Writing sample: [Wild Field Season One Synopsis](#)

Movie Writing Sample

“Tender Revolution”

Genres: Detective, political drama

Marina Altanina, a 25-year-old opposition activist, works for a small protest media outlet that is under threat of being labeled a foreign agent. What her colleagues don't know is that for a long time, she has secretly been working for Center E—a police unit specializing in extremism and political cases.

Marina reports on the activities of her friends and associates to her handler, operative Nikita Protasov. But the demands from Center E keep escalating—they want more information and threaten to expose her to the opposition. This same threat was how Protasov coerced Marina into collaboration in the first place, and now he's using it again.

Marina is planning to leave Russia. Disillusioned with both the liberal opposition and the government, she wants to start over somewhere far away, free from old problems and obligations.

We first meet Marina in the company of her partner and "colleague", Pasha Vetlugin. Vetlugin is an unlucky IT specialist who fell in love with Marina years ago and has been trying to win her over ever since...

Writing sample: [Tender Revolution Synopsis](#)

Thanks for your time!

You can find more of my work, including interactive scripts and [dialogue samples, right here.](#)

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