

ALI BENİCE | Writer / Translator

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Summary

I'm an award-winning writer and illustrator with 15 years of experience creating compelling narratives and art for games, books, and TTRPGs. Skilled in crafting character-driven stories, immersive lore, and engaging dialogue for diverse audiences. Proficient in narrative tools like Twine and experienced in collaborating with cross-functional teams to align storytelling with gameplay mechanics.

Experience

InfiniteX | Ankara - TURKEY

Screenwriter, Game Writer, and Narrative Designer | 04/2025 - Present

Full-Time | Hybrid | [Company Page](#)

- Developed engaging storylines, characters, and dialogue for [THE ODYSSEY](#) universe.
- Designed narratives and dialogue systems while building the overall lore and delivering scripts, cutscene depictions, quest texts, and other assets.
- Collaborated with designers, artists, and developers to ensure narrative integration aligned with gameplay mechanics and worldbuilding.
- Contributed to creative direction by pitching story ideas, refining tone, and maintaining narrative consistency.

The MAD Network | Bolton, MA - UK

TTRPG Writer / Illustrator | 05/2024 - Present

Contract | Remote | [Company Page](#)

- Designed and written intricate TTRPG adventure modules, blending engaging quests with detailed world-building for the project [THE SIDE QUEST SOCIETY](#).
- Generated concepts and ideas about original characters, creatures, environments, puzzles, and game mechanics.
- Created original maps and assets to complement narrative themes.

Freelance | Istanbul - TURKEY

Writer / Translator / Illustrator | 01/2012 - Present

- Three times published as a writer / illustrator across many genres and age groups, including a [sci-fi/fantasy comedy for young adults](#), a [fantasy children's book](#), and a [story anthology for adults](#), all written and illustrated by me.
- Recognized with two literature awards given by TUDEM Publishing in [2014](#) and [2016](#).
- Demonstrated cultural storytelling expertise by translating and adapting books for international book fairs such as the Bologna Book Fair, and the Frankfurt Book Fair.
- Made editorial art pieces and children's book illustrations.
- Cooperated with reputable Turkish publishing houses such as TUDEM, Aylak Adam, Yapı Kredi, İthaki Çocuk, İletişim, Birikim Magazine, Altın Kitaplar, Bilgi, Elma, and Doğan Egmont.

Good Game Design Folks | Istanbul - TURKEY

Head Writer and Narrative Director / Game Artist | 04/2023 - 04/2025

Contract | Remote | [Company Page](#)

- Co-managed the game project [RISE ACHLYS](#) (in production). Spearheaded lore and story creation, including cutscenes, character arcs, and quests.
- Cooperated with the project manager and the lead artist to determine the game's visual direction. Co-directed voice-acting production to align performances with character personalities. Collaborated with designers to integrate narrative elements into gameplay mechanics.
- Multitasked as a Pixel Artist and Concept Artist. Designed and created characters, storyboards, concept art pieces, and environment props with the use of Aseprite, Adobe Photoshop, Adobe Illustrator, Krita, and Blender 3D.

IGG | Singapore

Game Writer | 06/2024 - 09/2024

Contract | Remote | [Company Page](#)

- Developed branching, interactive storylines for [SCRIPTS: EPISODE & CHOICES](#), engaging a global mobile audience. Built character profiles, storylines, and dialogue frameworks that supported nonlinear storytelling.

Aetema Ludi | Istanbul - TURKEY

Game Artist | 10/2020 - 09/2022

Full-Time | Remote | [Company Page](#)

- Utilized Adobe Illustrator and Adobe Photoshop to create 2D assets such as concept art pieces, game maps, character designs, environment designs, animation assets, and UI assets, including skill / item icons, typographies, and the controls menu for the game [FEW NIGHTS MORE](#).

Links

[Linktree](#) | [Linkedin](#) | [Writing Portfolio](#) | [Twine Games](#) | [Art Portfolio](#)

Skills and Tools

- Interactive Storytelling (Branching Narratives)
- Dialogue Writing and Character Development
- World-Building and Lore Creation
- Comic Book and Screenplay Writing
- Visual Storytelling, Illustration, and 2D Art (Storyboarding, Concept Art, Comics)
- Tools: Twine, WriterDuet, Adobe Creative Suite, Krita, CLIP Studio Paint, Aseprite, Blender 3D, Spine 2D

Education

Istanbul Arel Üniversitesi | Istanbul

Graphic Design | 11/2020

Proficiency in Arts

- Wrote my thesis regarding the creation process of my board game design based on [ALICE'S ADVENTURES IN WONDERLAND](#) by Lewis Carroll.

Istanbul Arel Üniversitesi | Istanbul

Graphic Design | 06/2016

Master of Arts

- Wrote my thesis regarding the creation process of my comic book based on the novel [UMACI](#) by Hanzade Servi.

Marmara Üniversitesi | Istanbul

Industrial Product Design | 06/2012

Bachelor of Arts

- Designed an art nouveau-themed first-class passenger train as my graduation project.
- Participated in the Erasmus Exchange Program as a year-long student of Spain's EASD Valencia in the 2010-2011 academic year.

Published Books

- [MOR CADI VE MÜHENDİS \(Violet Witch and The Engineer\)](#) / Nov 2016 / Altın Kitaplar Publishing
- [NEKİ - A BLOKTA PARANOYA \(NEKİ - Paranoia in Building A\)](#) / Sep 2016 / Editura Publishing
- [ÖTEKİ DÜNYADAN HAFTA SONU ZİYARETİ \(A Weekend Trip From The Afterlife\)](#) / May 2014 / Aylak Adam Publishing

Awards

- TUDEM Literature Awards / Nov 2016 / 2nd Place / [ÖYKÜ ADINDA ÖYKÜLER \(Story Anthology\)](#)
- TUDEM Literature Awards / Nov 2014 / 3rd Place / [EFENDİ'NİN MAHZENİ \(The Magister's Mansion\)](#)

Translations

- [MERCAN ADASI \(The Coral Island\)](#) by Robert Michael Ballantyne / May 2023 / İletişim Publishing

Publications

- [100 YEARS OF BLOSSOMING: A GENERIC HISTORY OF COMICS IN TURKEY](#) / Sep 2018 / ImageTxT