



since 1991

# JANE TAN

**Muriel Rukeyser famously wrote that the universe is made of stories, not of atoms.**

Not all of us are wordsmiths like Muriel Rukeyser, but we all have stories to tell. My main focus when working on a project is creating an inspiring, deep, immersive universe that reflects the team by harnessing their stories.

My love of constantly finding and improving a process has helped teams build immersive worlds that align with the team's creative vision

**Jane is currently...**

Exploring Life | A House Fairy | Foraging in the Forest | Finding New Perspectives | Experimenting with Experiences for Change | Dancing | Being Strange | Giving Hugs | Loving Life

## WORK

Present

### FREELANCE NARRATIVE DESIGNER

- Unannounced Project (Playful Solutions)

### NOMADIC CAREER BREAK VOLUNTEER

- The Dreaming
- Sherlocked

2023

### SCAVENGER STUDIO NARRATIVE DESIGNER

2021

- Season: A letter to the future

2020

### TWO CENTS INTERACTIVE CO-FOUNDER | ART DIRECTOR | NARRATIVE DIRECTOR

2017

- The Hut (An Experimental Escape Room)

### FREELANCE 3D ARTIST

- Ok Golf
- Darwin Project

2016

### UBISOFT SINGAPORE SENIOR ARTIST

- Assassin's Creed: Revelations (Prop Artist)
- Assassin's Creed 3 (Level Artist)
- Assassin's Creed 4 (Level Artist)
- Assassin's Creed: Unity (Level Artist)

2011

- Skull and Bones (Senior Artist)

## EDUCATION

2020

### COLLEGE OF EXTRAORDINARY EXPERIENCES

2011

### NANYANG POLYTECHNIC

Digital Media & Design

2008

Diploma with Merit

# Overview

## Season Worldbuilding guide

The aim of this guide is not to provide a highly realistic documentation of the world of Season. But instead, it's true aim is to **guide and inspire the team to build relateable stories in the world of Season.**

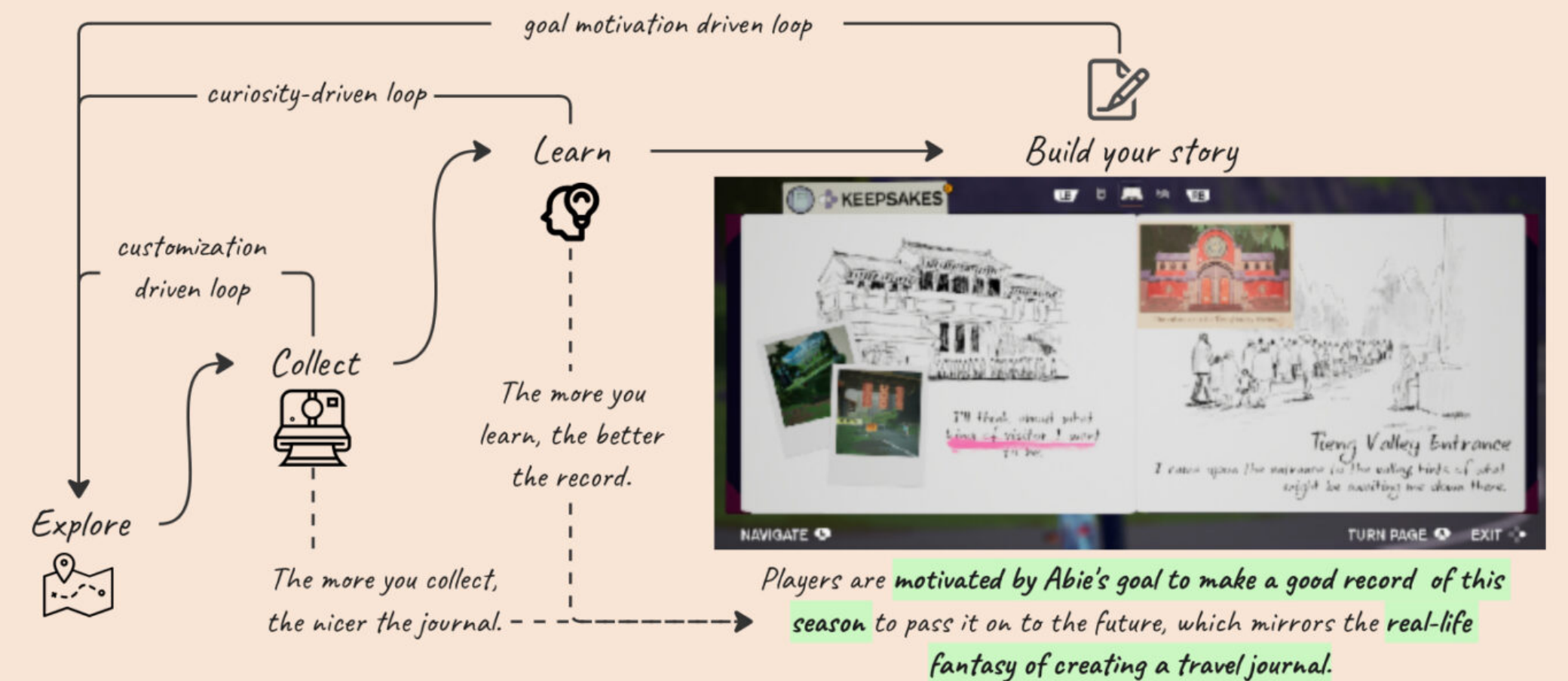
# Season: A letter to the future Narrative Designer

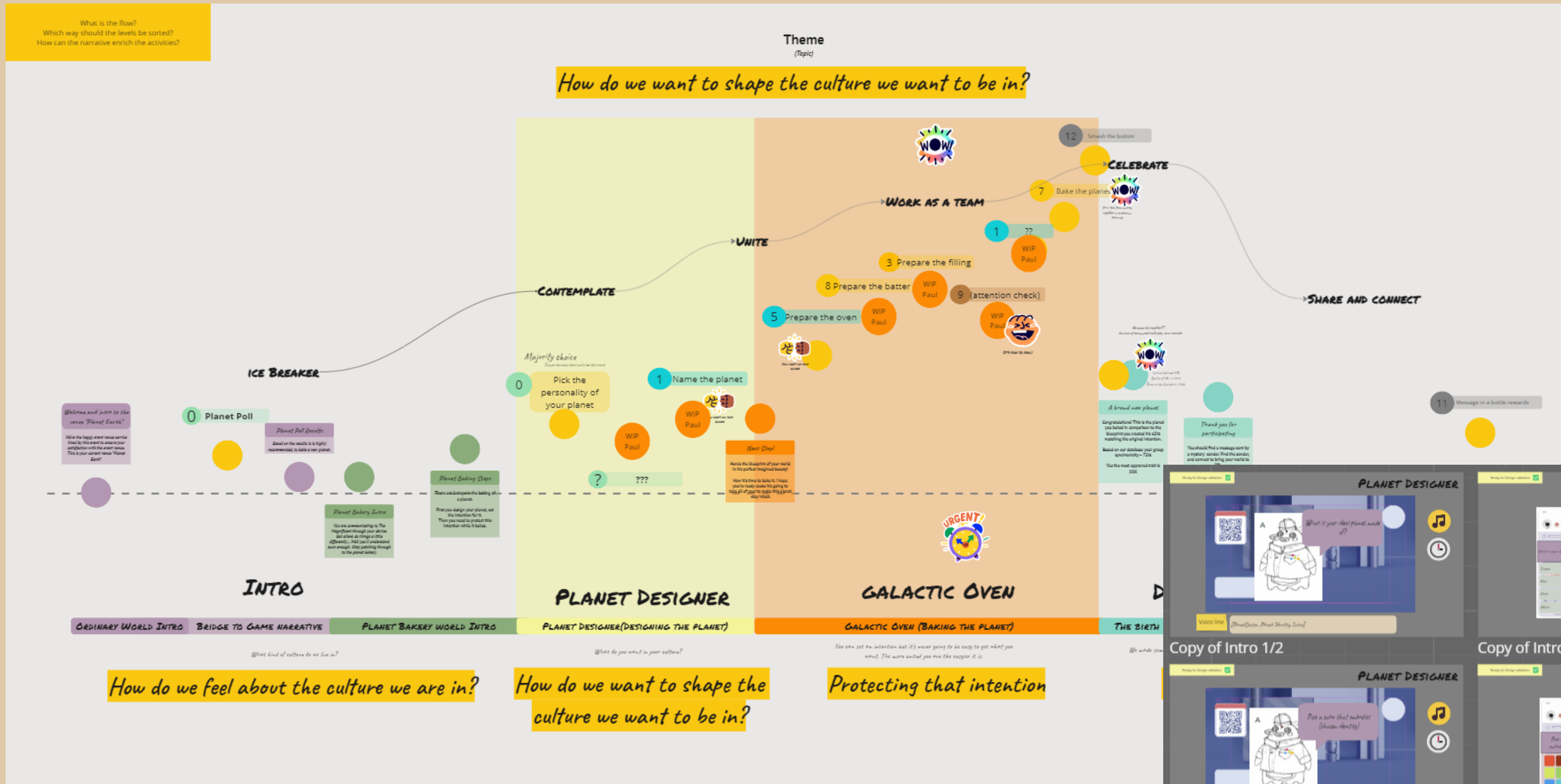
I transition to Narrative Designer on Season from lead Artist to provide the team with world-building and Narrative Design support. This allowed me to focus on documentation and research for the team to build content that was consistent with the lore of Season.

Documentation Narrative systems design · Branching Narrative · World Building · Unreal Engine 4 · Narrative Design

2023 Scavengers Studio

## CONTEMPLATIVE SELF-DRIVEN NARRATIVE



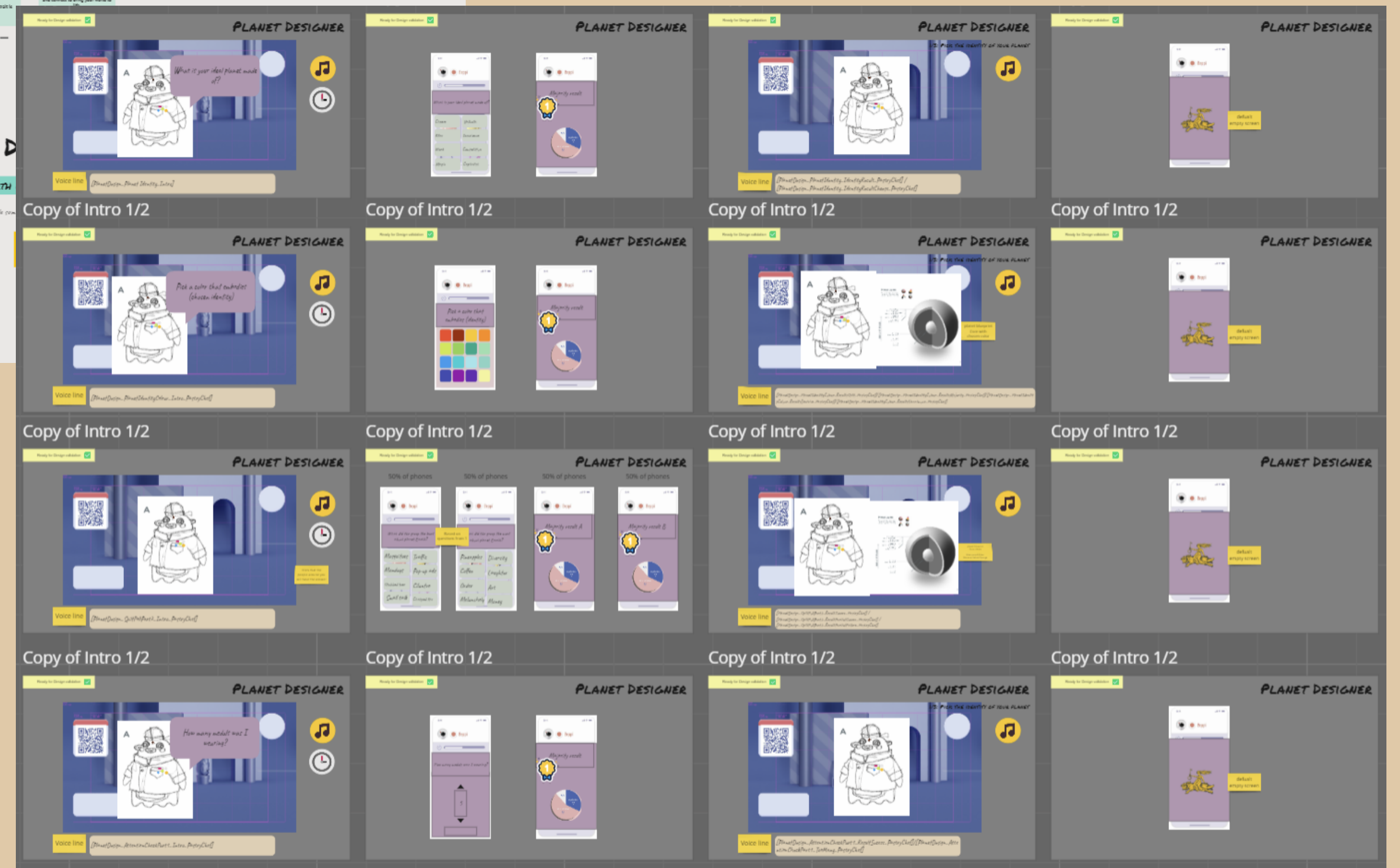


# Unannounced Title

## Narrative Designer

I was approached by a company to help find a narrative that would fit a conference social icebreaker game that they were currently developing. I made several documents that combined and outlined what they had and how the narrative could add a layer of meaning that would push the vision they had for their experience.

Once the team signed off on the narrative direction, I then created a first draft of the script and included storyboards to help visualize the flow of the narrative in the experience.



Documentation · Narrative design · Branching Narrative · Storyboarding · Creative Writing

2023 Playful Solutions



TWO CENTS INTERACTIVE PRESENTS

# THE HUT

AN EXPERIMENTAL ESCAPE ROOM

Always wanted to see spirits? To communicate with the world beyond? Don't put your trust or money in those bogus mediums, phoney skries and fortune cookie tellers!

Thanks to TCI's latest Spirit Visualization Augmented Technology™ (S.V.A.T.) you will be able to see century-old spirits and even establish basic communication with them in a controlled, scientifically constructed environment.

In this unique mix of escape room and interactive storytelling, you'll get to meet with spirits, solve a century-old cold case and, who knows, you might even end up with a new ghostly friend.



90 MINS



2-6



AGES 13+

EXPECTED TO LAUNCH END

# 2019



SUBSCRIBE TO KNOW MORE  
[TWOCENTSINTERACTIVE.COM/SUBSCRIBE](http://TWOCENTSINTERACTIVE.COM/SUBSCRIBE)

## The Hut Narrative Designer

The Hut is an experimental escape room production by a company that I co-founded in Austin, Texas. Our goal for the narrative design of this project was to create puzzles that are logical in the narrative and to provide a believable experience that does not break the participants' belief.

Documentation · Narrative design  
· World Building · Branching Narrative · Puzzle Design · Creative Writing

**S.V.A.T - 0.1.05SL**  
**FLASH LIGHT**  
**OPERATIONAL INSTRUCTIONS**

The FLASH LIGHT allows the spirits to answer YES/NO questions. This technique has been used for years by many of those who wish to communicate with the dead. The following steps ensure good clean communication with the spirits:

- 1 Make sure the area is as **quiet** as possible.
- 2 Ask a **YES/NO** question.
- 3 1 Blink = YES  
2 Blinks = NO  
No Blinks = No Answer

Labels: Spirit Sensitive Illuminating Coil, EMF Meter

Property of TWO CENTS INTERACTIVE

**S.V.A.T - 3.6.05OB**  
**O.R.A.C.L.E**  
**OPERATIONAL INSTRUCTIONS**

The O.R.A.C.L.E is where all the spiritual data is collected and interpreted into forms understandable by you and me. There is no need to mess around with the O.R.A.C.L.E as it's already all turned up for you to use.

Labels: Recording vision, Data point available for collecting, EMF Meter

FRAGILE DO NOT TOUCH

Property of TWO CENTS INTERACTIVE

**C.R.Y.S.T**  
PHENOMENON

The formation of C.R.Y.S.T or crystal as we like to call it is a weird phenomenon that our scientists have yet to explain. These Crystals are formed when a spirit ceases to exist. A red Crystal has been known to form when the spirits are banished or appeased by fulfilling their thirst for revenge. A blue crystal has been known to form when a spirit is appeased and no longer has any regrets.

Property of TWO CENTS INTERACTIVE

To keep that belief, I created a back story for the company that linked it to the experience that the company was providing. And the equipment in the experience was tied to the company's story and had fun and logical narrative explanations as to why it was part of the experience.

## 2019 Two Cents Interactive

<https://www.linkedin.com/in/paperclover/>  
Narrative Designer

**JANE TAN**

Draw the right place  
ground. Place the chairs  
their rightful locations. Then  
spraying it lightly with a  
of Purifying Water  
to each soul you wish

### Purifying Water

Pour 1 ounce of water into a small shell

Measure out 3 grams of  
bruise it. Then add it to  
the bowl of water.

Add 1 drop of lavender oil.

Hold the bowl in both hands, or  
slowly and say:

"Great Serpent from the deep  
Clean this water in all"

The mixture is now ready

"Gentle  
here"

Gather Hundred Souls

