

LORANS AL DANDACHLI



ABOUT ME

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As an avid gamer, I often saw that writing in video games often makes the same mistake: the characters follow the plot and world building instead of the other way around. And while those are important, well written characters and their development is what makes any story memorable. That's why I decided to follow my years long passion for games into the unpredictable, dynamic world of videogames. Even if most of my experience comes from writing for films.

The difference between a writing for films and for games, is where in the process you are active. While movies always begin with a script, in games this often isn't the case. What are the mechanics you write around? How do the mechanics fit with the story on an emotional level? How does the level design impact the story? And the camera angle? And even the main menu? It all fits together like a beautiful puzzle. One I hope to lay together with you.

EDUCATION

Hogeschool Rotterdam | 2013/2015

Industrial Design Engineering (propedeuse)

Short stint into the world of engineering and 3D CAD design.

Netherlands Film Academy | 2016/2020

Screenwriter

Learning about story structure, dramaturgy, writing in teams, research, creative processes, and most important: rewriting.

VIDEOGAME EXPERIENCE

Writing for Videogames | 2020

Researchpaper

During my time in at the Film Academy I specialized by diving into what the unique challenges are in writing for videogames.

No Mans Land | VR - experience | 2020

Screenwriter

Working together with visual designers to find the balance between gameplay and visual storytelling in a WW1 VR experience.

VR design course

Educator

Helping student on the story element of their VR projects during the VR-course at the Netherlands Filmacademy

FILM EXPERIENCE

Goede Tijden, Slechte Tijden | 2024/2025

Drama series/soap – Screenwriter

Longest running drama series in the Netherlands. Something your mom/grandma would watch. That kinda thing.

IJzerblok | Shortfilm (in preproduction)

Screenwriter

A dystopian love story about a world where love is forgotten, but suddenly rediscovered by two unwitting and unwilling victims.

De Griezelsbus (in preproduction)

Screenwriter

A young adult horror series based on the famous horror books by Paul van Loon.

Outer Space | 2023

Screenwriter

A youth sci-fi about secret organisations, buried spaceships and aliens being kinda cute.

Tentje Plof | 2023

Screenwriter

A childrens story about the adventures you can have on a camping. Who thought pretending you're a ninja could feel so real?

NOOD | 2023

Screenwriter

A police series about life as an emergency phone operator.

LANGUAGES

English – fluent

Dutch – fluent

German – basic

ADDITIONAL EXPERIENCE

Writers Room Lead Writer

Writers Inc. Writersroom

www.writersinc.nl

Theater Production & acting

Hardt theatergroup

[How it all started.](#)