

TAISIYA SMIRNOVA

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PROFESSIONAL SUMMARY

Skilled and passionate game writer and narrative designer with four years of experience creating engaging interactive narratives and constantly improving to meet projects' objectives while bringing emotional depth to work.

WORK HISTORY

Game Writer and Narrative Designer | Alpha Games

08/20 – Present

For the AAA story-driven combat-based action game "Time of the Sword" for players enjoying deep consistent narrative experience, psychological character arcs, and rich high fantasy worlds I:

- Craft the main plot from concept and outline to its final draft and integrate it with core game mechanics;
- Develop a rich game universe and fill it with immersive lore;
- Create a diverse cast of complex characters and deliver their growth arcs through mechanics and boss-fights;
- Produce high-quality in-game texts and dialogues;
- Craft scripts for in-game cinematics and trailers;
- Collaborate with game design and art teams to seamlessly integrate narrative elements.

Game Writer and Narrative Designer | Dou Dou Games (Puzzle Point)

06/20 – 08/21

For the mobile story-based match-3 game "Sunset Secrets" for players preferring enriching and light mood narrative I:

- Pitched and produced an intriguing nonlinear detective story with multiple plot twists;
- Built wide diamond shape trees of romantic and funny scenes and populated them with unique characters;
- Developed narrative mechanics and puzzles to add variety to the gameplay;
- Wrote concise dialogues and in-game texts, maintaining gameplay flow;
- Created the script for the game trailer.

Game Writer and Narrative Designer | Playgendary

02/19 – 11/19

Collaborating on the successful development of the "Design Masters" game, which has garnered over two million uploads, and contributing to several other projects I:

- Developed new and strengthened pre-existing characters, promoting diversity for a wider audience;
- Created full episodes and specific story elements and ensured a compelling and cohesive narrative;
- Crafted concise scenes and aligned them with the game's mechanics;
- Wrote dialogues and in-game texts, incorporating various writing styles;
- Developed advertisement scripts.

HARD AND SOFT SKILLS

Narrative Design | Screenwriting | Dialogues | Character Development | Storytelling | Networking | Story Structure | Effective Communication | Cinematics and Trailers | Narrative Systems and Mechanics | Editing | Organization and Spreadsheets | Attend Closely to Detail | Time Management | Constructive Feedback

TECHNICAL SKILLS

Microsoft Office | Visual Platforms (Miro, Storyboard) | Task trackers (Trello, Jira, Asana) | Collaboration tools (Confluence, Nuclino, Notion, Slack, Discord) | Game Engines (Unity, Unreal, Defold, Twine, Articy: Draft) | Writing tools (FinalDraft)

EDUCATION

Narratorika Game Writing School

11/18 – Present

Lomonosov Moscow State University | Master of Laws

09/08 – 08/13