

TAISIYA SMIRNOVA

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PROFESSIONAL SUMMARY

A huge fan of interactive storytelling, a skilled and passionate game writer and narrative designer with six years of experience creating engaging narratives and constantly improving while bringing emotional depth to work.

WORK HISTORY

Narrative Designer | [tinyBuild](#) 09/24 - Present

For the big unannounced project I:

- Design plot structure, character growth arcs, lore and quests;
- Implement all narrative elements to Unity engine;
- Work with localization.

Game Writer | Cynaps Arts 04/24 - 11/24

For the classic RTS game "[Ablight](#)" I:

- Wrote all the dialogues for 2 campaigns;
- Created a dozen of characters with unique personalities and voices;
- Collaborated on developing missions and lore.

Game Developer | Indie Project 04/23 – 09/24

I hold the roles of producer, writer, game designer, and manager for our "Mage Tower" visual novel team.

- Created the story through all pipeline steps from idea to dialogues and integrated all elements into game engines;
- Developed game flow, adjusted game balance and resource management;

Game Writer and Narrative Designer | Alpha Games 08/20 – 03/24

For the AAA story-driven combat-based action game "[Time of the Sword](#)" I:

- Crafted the main plot from concept and outline to its final draft and integrated it with core game mechanics;
- Created a diverse cast of complex characters and delivered their growth arcs through mechanics and boss-fights;
- Produced high-quality in-game texts, lore and dialogues, crafted scripts for in-game cinematics and trailers;

Game Writer and Narrative Designer | Dou Dou Games (Puzzle Point) 06/20 – 08/21

I worked with the project leadership and design team on the mobile story-based match-3 game "[Sunset Secrets](#)".

- Pitched and produced a nonlinear detective story, branching narratives and dialogues for quest content;
- Developed narrative system, mechanics and puzzles to add variety to the gameplay;
- Wrote concise dialogues and in-game texts, character bios and lore, created the script for the game trailer;

Game Writer and Narrative Designer | Playgendary 02/19 – 11/19

I collaborated on the 5 million downloads, 4.2 ★ mobile game "[Design Masters](#)" and contributed to other projects.

- Wrote scenes and quests, quest banter, and branching dialogue;
- Created characters, lore for objects, locations, and items;
- Assisted with marketing initiatives by writing promotional content and scripts.

HARD SKILLS	TECHNICAL SKILLS
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Narrative Design Dialogues Character Development Storytelling Story Structure Editing Worldbuilding Cinematics and Trailers Localization	Visual Platforms (Miro) Task trackers (Trello, Jira, Asana) Collaboration tools (Confluence, Nuclino, Notion) Game Engines (Unity, Unreal, Articy: Draft)
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EDUCATION

Narratorika Game Writing School: game writing and narrative design, Psychology courses, Unreal Engine courses 11/18 – 11/24

Lomonosov Moscow State University | Master of Laws 09/08 – 08/13