

Taisiia Smirnova

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Game Writer | Narrative Designer

A skilled and passionate game writer and narrative designer with extensive experience producing captivating stories, creating engaging, interactive narratives, and constantly improving to meet project objectives. Expertise in structuring the plot, character development, and bringing passion and emotional depth to work. Possess excellent communication skills, exceptional writing abilities, and a sharp focus on achieving project goals.

Core Competencies

Narrative design | Screenwriting | Dialogue writing | Character development | Storytelling | Editing | Story Structure | Visual Storytelling | Game Design | Verbal and Written Communication | Cinematic Development | Player Experience | Research | Narrative Systems & Mechanics | Collaborative | Attend closely to detail | Networking | Time Management | Creative Writing | Fiction | Constructive Feedback

Technical Skills:

Microsoft Office | Visual platforms (Miro, Storyboard) | Task trackers (Trello, Jira, Asana) | Collaboration tools (Confluence, Notion, Slack, Discord, Telegram) | Game engines (Unity, Unreal, Defold, Twine, Articy) | Writing tools (Grammarly, FinalDraft)

Professional Experience

Alpha Games / Game Writer, Narrative Designer

08/2020 – Present, alpha.games/en

Develop the narrative to ensure players of "Time of the Sword" could engage in a deep and consistent story.

- Craft a compelling and coherent main plot that spans over 30,000 words, skillfully weaving it into the game's core mechanics to resonate with players.
- Build a rich and complex game universe, providing a sense of coherence, tying together various game elements in a cohesive way to make gameplay more exciting.
- Develop a cast of complex and nuanced characters, each with their unique growth arcs and personalities that deeply connect with players, enriching the game's storyline.
- Deliver character development through dynamic boss fights and game mechanics, allowing players to experience compelling character arcs and key moments firsthand.
- Produce high-quality in-game texts, including dialogues, to establish immersion, provide context and create player agency.
- Establish scripts for all in-game cinematics to advance the plot, convey important information, or provide an entertaining break from gameplay to enhance overall enjoyment.
- Create immersive lore based on Slavic folklore, adding depth and richness to the game's world.
- Design locations, weapons, enemies and other elements in the game from a narrative perspective to create a more believable game world, contributing to the overall atmosphere of the game.
- Collaborate with the game design and art team to ensure that all narrative elements are seamlessly integrated, creating a nuanced and detailed game world to give my players a more fulfilling and satisfying gameplay experience.
- Craft scripts for game trailers to set the tone, build anticipation, showcase game features, and provide backstory and context.

Professional Experience

Dou Dou Games / Game Writer, Narrative Designer

05/2019 – 08/2021, doudougames.ru

Crafted the narrative of "Sunset Secrets" to ensure players enjoy an emotionally engaging and satisfying game experience.

- Produced an intriguing nonlinear detective story with several plot twists based on crossing character arcs, providing a complex and engaging narrative that keeps players invested in the game.
- Created over 10 unique characters, each with a distinct personality, collaborating closely with the art and animation team to ensure their appearance was in sync with the narrative flow and character traits.
- Designed several mechanics and puzzles, providing a variety of challenges, and adding variety to the gameplay, thus making the game more interesting.
- Crafted a series of romantic and humorous scenes in a diamond-shaped format, offering players an entertaining way to advance through the story.
- Collaborated closely with the game design team to develop a narrative integrated with core mechanics and match-3 pieces, providing context and meaning for the gameplay.
- Formulated challengingly concise dialogues containing less than 140 characters per line and no more than 7 lines, providing essential information without interrupting the gameplay flow.
- Delivered dialogues with various UX solutions enhancing players' immersion, providing more dynamic and interactive gameplay and inclusive experience.
- Crafted game trailer script with the dual purpose of highlighting the game's features and producing excitement in the audience while providing backstory and context to set the tone and build anticipation.

Playgendary / Game Writer, Narrative Designer

02/2019 – 11/2019, playgendary.com/en

Collaborated on the successful development of the popular game "Design Masters," which has garnered over 2 million uploads and contributed to several other projects featuring captivating narratives.

- Created new and strengthened pre-existing characters, adding diversity and representation to the game, making it more relatable and accessible to a wider audience.
- Collaborated with other writers to create full episodes or specific story elements, ensuring a compelling and cohesive story.
- Built concise scenes that align with the game's core mechanics, improving its pacing and aiding players in achieving their objectives, fostering a deeper sense of immersion for them to feel more connected to the gameplay experience.
- Crafted narrative for game locations, providing an enjoyable and educational experience for players as they design and decorate homes with the guidance of the story.
- Wrote the dialogues and other in-game texts while analyzing and incorporating the writing styles of other writers on the team into my work.
- Engaged advertisement scripts, supporting the game to gain more exposure and attract a larger audience.

Education

Narratorika Game Writing School / 09/2021 – 04/2022

Alexander Molchanov screenwriting workshop / 06/2020 – 01/2021

Lomonosov Moscow State University / 09/2008 – 08/2013

Master of Laws