

# TAISIYA SMIRNOVA

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## PROFESSIONAL SUMMARY

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

## WORK HISTORY

**Freelance game writer** 11/23 - Present

Creating missions, characters, dialogues and lore for a variety of projects, including RPG, adventure and RTS.

**Game Developer | Indie Project** 04/23 – Present

*I hold the roles of producer, writer, game designer, and manager for our “[Mage Tower](#)” visual novel team.*

- Create the story through all pipeline steps from idea to dialogues;
- Implement and integrate all elements into game engines;
- Work on game flow, balance and resource management;
- Manage the team and project documentation.

**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:*

- Craft the main plot from concept and outline to its final draft and integrate it with core game mechanics;
- Create a diverse cast of complex characters and deliver their growth arcs through mechanics and boss-fights;
- Produce high-quality in-game texts, lore 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

*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;
- Contributed to iterative design processes, providing and receiving feedback to refine game narratives.

**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.*

- Teamed up with writers and designers to develop story content that matched the creative vision;
- 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 AND SOFT SKILLS	TECHNICAL SKILLS
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Narrative Design   Dialogues   Character Development   Storytelling   Story Structure   Editing   Cinematics and Trailers   Narrative Systems and Mechanics   Organization and Spreadsheets   Constructive Feedback	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)
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## EDUCATION

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

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