

TIMMOTHY TAPIA

GAME WRITER

PORTFOLIO - [My Website](#)

407-729-1794 / tapiatim24@gmail.com

[GAMES DEVELOPED](#) - [PUBLISHED STORIES](#)

Summary

I specialize in game writing and world building. Began as a sketch artist in pen and ink, charcoal, and pencil. I am enthusiastic about game lore and storytelling. I have four years of independent game design experience.

Work Experience

Storyteller/Author - Rebirth Zero

In Rebirth Zero, ordinary becomes extraordinary as Amir, the unwitting son of Ra, navigates a mythical world teeming with gods, ancient pacts, and celestial battles. Unveiling hidden powers and facing the relentless pursuit of a vengeful goddess, Amir's journey promises a captivating blend of mystique and adventure, where mortal and divine destinies collide in a spellbinding tale.

Game Writer Lead/Technical Artist - Dark Aviary Productions

A Third Person Shooter where I have written the backstory for the world and the main character as well as side characters. I am also tasked with VFX which includes creating a blood spatter system with decals for blood puddles, a decal system for bullet impacts on multiple surfaces and a world particle system that simulates a toxic gas.

Game Writer Lead/ Environment Artist - Crimson Knight Studios [Abigor](#)

A Third Person Action RPG game taking place in the Alastor Demon Hunting Academy over a three day period. I managed the workflow for the narrative of the game as well as the various level props and textures implemented mainly in the first and second levels.

Game Designer/ Writer - Independent [Apocalypse](#)

An interactive fiction horror game. I wrote the entirety of the story and its multiple endings. Images and audio throughout the game are reference, open source, and royalty free sites.

Skills

- Unreal Engine (4 & 5) Blueprints
- Game Writer/Storyteller
- 3D Modeling (Maya, Zbrush, Substance Painter)
- 2D Art (Photoshop)
- PureRef
- Concept Artist (Sketch, Digital)
- Unity
- Sales & Account Management
- Customer & Guest Services

Education

August 2017 to 2022

University of Central Florida
B.A. Digital Media in Game Design

August 2014 to May 2017

Valencia College
A.A. General Studies

Game Design Course Work

- Design Fundamentals (2D modeling)
- Modeling for Realtime Systems (3D modeling)
- Computer as Medium (Unity)
- Digital Media Production
- Game Testing
- Game Design
- Game Production
- Game Design Workshop
- Casual Game Production