

Timmothy Tapia

Narrative Designer | Game Writer

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🌐 [Portfolio](#) | [Itch.io](#) | [Wattpad](#)

Professional Summary

Creative and technically skilled Game Writer and Narrative Designer with 4+ years of experience crafting immersive game worlds, branching narratives, and character-driven stories for indie studios and publications. Strong proficiency in Unreal Engine (Blueprints), narrative scripting, lore building, and cross-functional collaboration. Additionally, bring 10 years of experience as a Division 10 Installer managing crews on commercial construction projects. A multidisciplinary storyteller with a deep passion for interactive mythmaking, worldbuilding, and visual storytelling.

Core Skills

- **Narrative Design:** Branching dialogue, worldbuilding, quest design, story bibles, myth/lore integration
 - **Writing & Content:** Game guides, long-form fiction, SEO, screenplay formatting
 - **Game Engines:** Unreal Engine 4/5 (Blueprints), Unity
 - **Art Tools:** Maya, ZBrush, Substance Painter, Photoshop, PureRef
 - **Team Tools:** Discord, Slack, Trello
 - **Other Skills:** VFX systems, project management, Division 10 installation, crew leadership
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Professional Experience

Guide Writer

DualShockers.com — May 2025 – July 2025

- Wrote SEO-optimized game guides, news posts, and feature articles covering major game releases.
- Worked within a tight editorial schedule while maintaining high content quality.
- Published 20+ articles with a strong focus on clarity, engagement, and search visibility.

Lead Game Writer / Technical Artist

Dark Aviary Productions — Mar 2023 – Mar 2024

- Wrote character backstories, overarching narrative, and side quests for a third-person shooter.
- Created custom VFX in Unreal Engine including blood decals, bullet impact systems, and environmental effects.
- Worked with cross-discipline team members to align narrative design with gameplay goals.

Lead Game Writer / Environment Artist

Crimson Knight Studios – Abigor — Aug 2022 – May 2023

- Designed the core narrative and level storytelling for a dark fantasy RPG set in a demon-hunting academy.
- Modeled and textured props for major narrative areas in Maya and Substance Painter.
- Oversaw implementation of environmental storytelling elements across multiple game levels.

Author / Creator – *Rebirth Zero*

Independent Publication — Jan 2024 – Dec 2024

- Wrote and published a serialized novel exploring mythology and divine conflict, blending epic storytelling with character-driven plots.
- Built an immersive world akin to RPG fantasy settings and gathered steady reader traction via Wattpad.

Division 10 Installer / Crew Lead

Self-Employed / Contracted — 2014 – Current

- Installed Division 10 commercial products including toilet partitions, lockers, and wall protection systems.
 - Managed on-site crews, coordinated with GCs, and ensured OSHA-compliant practices.
 - Known for delivering high-quality, on-time installs in schools, hospitals, and public facilities.
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Education

B.A. Digital Media – Game Design

University of Central Florida — 2017–2022

A.A. General Studies

Valencia College — 2014–2017

Relevant Coursework

- Game Design, Game Production, Narrative Design Workshop, Game Testing
- Unity Development, 2D & 3D Modeling, Casual Game Production