

TORI SMITH

www.torilynnsmith.com
New York, NY

GAME DESIGNER | NARRATIVE DESIGNER | WRITER

SELECTED WORKS

NO WORRIES | 2023

Solo Thesis, Experience, Puzzle, & Narrative Design
An uncozy escape room experience exploring femininity, anxiety, & relationships. Mixed Media.

- Designed, wrote, and fabricated a 15-minute, solo narrative escape room experience.
- Coded an interactive phone feature with HTML, CSS, & JavaScript.

TOCHE THESPIANS | 2022

Game Design, Writing, Graphics, & Layout
A musical theater kid TTRPG zine. Analog.

- Designed, wrote, and shipped a 30 page TTRPG for ZineQuest 2022.
- Designed layout and visual assets in InDesign and Illustrator.
- Funded in 36 hours; raised 5 times original goal.

SATISFACTION | 2023

Game Design, Writing, Research, Graphics & Layout
A trick taking Jane Austen card game. Analog.

- Co-game designer, writer, and layout editor.
- Jane Austen and Regency era content researcher.
- Under contract with Penguin Random House/Clarkson Potter for a 2025 release.

MECHROMANCY | 2022

Narrative Design, Quest Design, Writing
A lonely navigator and their mech fall in love. Digital.

- Wrote, designed, planned, & implemented narrative for using Dialogue Systems, Ink, and spreadsheets.

TAPESTRY | 2021

Solo Project, Narrative Design, Writing
A visual novel adventure at the MET Cloisters. Digital.

- Wrote, designed, and implemented narrative using Fungus for Unity.
- Created all 2D Assets in Photoshop & Illustrator.

WRITING

SCREENPLAYS

Jane Wick: A Regency John Wick Parody | 2023

Rejected Bon Appetit Chef | 2020

WesterosWorld | 2019

Puzzle Night | 2017

Hello, It's Barb | 2017

PROFESSIONAL EXPERIENCE

GAME DESIGN CONSULTANT

NYU | Freelance | 2023

- Consulted in mechanics, visuals, and writing for tabletop game design.

GAME DESIGN TEACHING ASSISTANT

NYU | 2022

- Assisted professor in instruction, exercises, concepts, and critique for Intro To Game Design.

LARP TEACHING ARTIST

Plato Learning | 2018-2020

- Led mythology-based classes for kids age 8 to 10.
- Improvised and maintained longform storylines.

OFFICE MANAGER

Intelligent Kitchen Design NY | 2016 - 2021

- Assisted with design appointments & trained new hires.
- Managed office work flow by instituting organizational, production, and data systems.

SKILLS

- Unity: Dialogue Systems, Fungus
- C#, HTML, CSS, Javascript
- Twine, Ink, Inform 7
- Final Draft, Celtx
- Microsoft Word, Excel
- Adobe Illustrator, InDesign, Photoshop, & PremierePro
- Trello, Jira, Monday.com

EDUCATION

Masters of Fine Arts in Game Design

New York University, Tisch | 2023

Associates in Musical Theater Performance

Collaborative Arts Project 21 | 2013

Bachelors of Science in Liberal Arts

The New School For Public Engagement | 2015

AWARDS & GRANTS

NYU Tisch Masters Representative | 2023

CYSTEM Grant Recipient & Mentor | 2022-2023

PSO Liberty Silver Medalist | 2022

Portland Comedy Film Festival | *Puzzle Night* 2017

Philly Sketchfest Film Festival | *Puzzle Night* 2017

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