

Tim Weber

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Narrative Designer | Character Designer | Voice Actor | Dungeon Master

EXPERIENCE

Happy Elements – Beijing, CN 2022 - Present

Narrative Designer – Unannounced Project

- Develop story world in collaboration with narrative team
- Prepare scripts and dialogue, along with reference materials, for voice recording sessions
- Develop branching dialogue, cutscenes, barks, tutorial, and interface content
- Wrote character backgrounds, lore, summaries, item, and objective descriptions

Outerdawn – Auckland City, NZ Jan 2022 – June 2022

Narrative Designer/Game Writer – Grimguard Tactics - Contract

- Develop story world in collaboration with Lead Narrative Designer
- Wrote character backgrounds, lore, and quests
- Documenting world lore in narrative document or “Story Bible”
- Prepare scripts and dialogue, along with reference materials, for voice recording sessions

TA Publishing – Lannion, FR 2019 - 2021

Narrative Designer/Game Writer – Rise Eterna - Contract

- Develop branching dialogue, quests, cutscenes, barks, tutorial, and interface content in collaboration with Narrative Lead.
- Conceptualize and pitched game story ideas
- Collaborate with narrative team in development of the interactive story arc
- Maintain tone and style of established IP

Gnomon School of Visual Effects, Games, and Animation – Hollywood, CA 2020 - 2022

Alumni & Faculty Outreach Representative – Recruitment Department

- Develop relationships with alumni via multiple sources of outreach – social media, one-on-one calls, and email
- Organize/coordinate/execute alumni livestream events and matrix to marketing and recruitment departments
- Developed a comprehensive database of over 1000 alumni and instructors through Hubspot and Excel
- Promote alumni and instructor projects via social media while matrixing with the marketing department
- Wrote copy for alumni interviews and social media posts

Ironklad Studios – Hollywood, CA 2017 – 2019

Character Concept Artist

- Design and deliver 2D/3D concepts for the entertainment industry using Zbrush and Photoshop
- Collaborate with artists and directors in group critique and brainstorm sessions
- Store and organize important art files
- Deliver accurate and timely revisions based on Art Director feedback

EDUCATION

University of British Columbia, Vancouver, BC

Writing for Video Games – Professional Certificate Program

UCLA Extension, Los Angeles, CA

Narrative Design – Developing Video Game Narratives

Chippewa Valley Technical College, Eau Claire, WI

Associates of Science – Diagnostic Medical Sonography ARDMS - AB

SOFTWARE SKILLS

Unreal Engine 5 | Articy: Draft 3 | Scrivener | Twine | Final Draft | Microsoft Office | Photoshop