

Tori Meyers

Video Game Concept & Narrative Designer

Creative writer looking to tell meaningful, engaging stories through the medium of video games & interactive fiction

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📞 (636) 575-3609

📍 St. Louis, USA

EDUCATION

Associate of Arts in General Transfer Studies St. Louis Community College

09/2020 - 08/2023

St. Louis, MO, USA

Bachelor of Arts in Games & Game Design Webster University

08/2023 - 05/2026

Webster Groves, MO, USA

Select Courses

- Mobile Game Design & Culture in Quebec
- Narrative Design I
- Creative Writing: Fiction - Science Fiction/Fantasy
- Writing Screenplays for Film

WORK EXPERIENCE

Resident Assistant Webster University

08/2023 - Present

Achievements/Tasks

- Supported a community of 48 on-campus residents
- Organized fun and engaging events for college students
- Responded to emergency calls quickly and efficiently
- Developed professional leadership skills

Summer STEAM Camp Counselor Saint Louis Science Center

05/2023 - 07/2024

Achievements/Tasks

- Followed curriculum for themed programs
- Provided a fun, engaging, and educational environment for children ages 5-11
- Ensured safety and welfare of children

Attractions Supervisor Saint Louis Zoo

01/2019 - 10/2022

Achievements/Tasks

- Operated attractions, scanned and sold tickets at various locations
- Created break schedule for operators and associates
- Trained new associates on policies and procedures

SKILLS

Unity

Unreal Engine

Concept Docs & GDDs

Writing & Editing

HTML/CSS

Adobe Suite

Microsoft Office

Project Management

Trello

Godot

Zoom

TEAM PROJECTS

Echo Park - Creative Director & Art Team Lead

- A 2D Unity-based top-down game about a bat who uses echolocation to navigate the environment and decide what's food and what's danger
- Localized in French and presented on a study abroad trip to Quebec, Canada

A Squary Game With Cubes - Development Team

- 3D unity game where the player has to collect cubes and avoid enemies who only move when looked at
- Made as a showcase of learned programming skills

Seek's Manor - 2D Artist & UI Design

- 3D horror game set at a masquerade ball where the player must kill the king without being killed or getting distracted
- 1st Place Winner at Webster48, a 48 hour game, film, and animation jam

ORGANIZATIONS

Webster University Game Design Guild (01/2024 - Present)

Officer

Residential Housing Association (RHA) (08/2023 - Present)

Member

INTERESTS

Writing

Drawing

Learning French

Community Involvement

Zoology