

TJ Mota

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EXPERIENCE

Teaching Assistant / Content Producer

9/2023 – Present

The Narrative Department

- Assist instructor Susan O'Connor with the planning and operation of the TND Game Writing Masterclass and the development of new course materials
- Record and edit student-facing video content, including but not limited to guest speaker interviews, case studies featuring relevant game footage, and course lectures

Freelance Game Writer

10/2021 – Present

- Draft and iterate storylines, dialogue (linear & branching), quests, and other in-game text
- Implement and test narrative content using proprietary dev tools in Unity and UE4
- Collaborate with project leads, editors, and designers to ensure work meets project goals
- Clients include Artix Entertainment, Digigo Games, Jim Gray Productions, INC., Horn & Ivory Games, and Hip Flask Games

Tutoring and Digital Media Coordinator (Contract)

10/2021 – 6/2022

University of South Florida - Academic Success Center

- Managed a team of six students on the development of digital media resources
- Collaborated with SMEs and stakeholders to ensure resources met class requirements
- Oversaw the ASC's content management system and social media accounts

Narrative Designer

11/2020 – 10/2021

Artix Entertainment

- Pitched and crafted story arcs, in-game events, quests, dialogues, and flavor text for *AdventureQuest 3D*, a cross-platform free-to-play MMO
- Implemented quests, dialogues, and misc. text into the game using in-house tools for Unity
- Collaborated with animators, artists, and designers to ideate and test new in-game content
- Assisted in drafting the game's weekly player-facing design notes blog

Game Writer (Contract)

8/2019 – 11/2020

Crazy Maple Studio

- Outlined, drafted, and edited scripts for CMS's mobile game *Chapters: Interactive Stories*
- Collaborated with project editors to refine story, gameplay, or art assets

Writing Studio Consultant / Coordinator (Contract)

1/2018 – 5/2020

University of South Florida - Academic Success Center

- Supported the Assistant Director with day-to-day operations (e.g. scheduling and training)
- Provided one-to-one and small group tutoring sessions across a variety of subjects
- Developed workshops and reference material targeted to specific writing topics

Game Writer / Writing Team Co-Lead (Volunteer)

11/2018 – 8/2019

Florida Disability Access and Awareness Foundation

- Drafted episode outlines, character bios, game scripts, for FDAAF's game *Changed*
- Assigned milestones and provided constructive feedback on game scripts and other writing

QA Tester (Contract)

6/2016 – 6/2017

Respawn Entertainment, LLC (contracted via Wollborg Michelson)

- Inspected, isolated, and documented bugs (via Bugzilla) across builds of *Titanfall 2*

EDUCATION

Master of Fine Arts

Screenwriting
Boston University

Bachelor of Arts

Creative Writing
University of South Florida

AWARDS & CERTIFICATIONS

The Narrative Department

Game Design for Writers Pilot,
Fall/Winter 2024

Game Writing Masterclass 2,
Fall 2023

Game Writing Masterclass 1,
Fall 2022

Austin After Dark

Film Festival 2020

Official Selection:
Short Film Script

Oregon Scream Week

Winter 2019

Official Selection:
Short Film Script

TOOLS

- Adobe Creative Suite
- Atlassian Project Mgmt. (Confluence, Jira & Trello)
- CMS (Oracle Content Management)
- Final Draft
- Google Workspace
- Microsoft 365
- Twine
- Unity
- Unreal 4
- Visual Scripting
- Yarn Spinner