

VOLODYMYR ZUBKOV

Narrative Designer



HARD SKILLS

- Narrative Design
- Story Development
- Branching Storylines
- Character Development
- Dialogue Writing
- User Experience
- Plotting
- Creative Writing
- World Building
- In-Game Texts



SOFTWARE

- Unity
- Unreal Engine
- Twine
- Figma
- Miro
- Photoshop
- Notion
- Trello
- Jira
- DaVinci Resolve



SIDE PROJECTS

Alien Arena, First-person shooter (Browser), Prototype

Multiplayer browser-based PvP arena game with cryptocurrency integration.

- Joined mid-production as a freelance game and UX designer. Worked on balancing the combat system, economy, and in-game store flow.
- Collaborated closely with the product owner and UI artist to streamline the interface and transactional UX.
- Contributed to worldbuilding, including naming races, weapons, and setting lore.
- Adapted systems for a platform shift (mobile → browser), integrating web3 mechanics without breaking gameplay flow.

[View in portfolio](#)

The Bag of Tales, Podcast about Game Design and TTRPG

Ukrainian-language podcast on TTRPGs and narrative design

- Co-hosted and produced 60+ episodes covering world building, GM techniques, game mechanics and narrative theory
- Built and engaged a community of 350+ dedicated listeners in the Ukrainian tabletop scene
- Led full-cycle production: research, scripting, recording, editing (Audacity, DaVinci Resolve)
- Defined podcast tone and format — combining educational deep-dives with personal insights
- Promoted via social media and TTRPG communities, helping establish the show in the local market

[Watch on YouTube](#)

Deformis Avem, Comic Book, In development

- Refined story, wrote dialogue, and created a religion based on the Four Horsemen for a noir comic.
- Joined post-concept; collaborated with the artist and creative director to maintain narrative and thematic consistency.



LANGUAGES

English Advanced (C1)	Ukrainian Native (C2)	Russian Native (C2)
Czech Basic (A2)	Polish Beginner (A1)	



EDUCATION

Master of Psychology National Pedagogical Drahomanov University	Jun '17
Master of Law Odesa Maritime Academy	Jul '07



WORK EXPERIENCE

Narrative and Game Designer | GameDev Camp (Toloka Game Studio)

Aug '23 - Jul '25

Project: Aerion: The Last Alchemist — a cozy fantasy RPG adventure

- Created the full game concept for the game.
- Wrote narrative foundations: synopsis, main character profile, 4 unique NPCs, dialogue structures, and branching quests; designed 6 procedurally generated biome templates with cultural motifs (Slavic, Celtic, etc.).
- Owned complete game design, including the core loop (craft–encounter–explore), gameplay systems, progression, balance, and feature prioritization.
- Led a 4-person team (developer, artists, designer) — coordinated tasks via Notion, adapted scope based on resources, and successfully handled team restructuring.
- Conducted 20+ live pitches to mentors and publishers, including positive feedback from industry experts (e.g. Slava Lukyanenka, Ranko Trifkovic).
- Organized and ran live playtests at Games Gathering 2023, which resulted in major improvements in UI and mechanics.
- Created a Steam page and prototype materials (screenshots, footage).
- Developed internal project documentation, tracking pipeline, deadlines, and communication structure — sustaining consistent progress.

Narrative Game Designer | Turbo Rocket Games

Jun '22 - Aug '23

Project: Wildcraft — a mobile MMO RPG with a story mode

- Created two branching stories (3+ hrs gameplay) for players aged 10–16, exploring friendship and coming-of-age in fantasy worlds.
- Designed multi-ending plots (2–3 outcomes), with in-game choices influencing scenes, character behavior, and monetized paths.
- Scripted scenes via a custom system (Google Sheets/XML for Shiva Engine), handling dialogue, camera, and character placement.
- Built and maintained a scripting wiki for the team and speeding up onboarding.
- Added original combat mini-games, expanding interactivity within narrative constraints.
- Achieved top-tier gem-per-user and monetization rates despite a shorter content lifecycle.
- Reported bugs tied to narrative tools, improving scripting stability and future updates.
- Wrote in English with full localization to Ukrainian and Russian, adapting tone and text flow; managed automation pipelines for broader coverage.

Quest Designer | Narrative Assembly

Sep '20 - Feb '22

- Ran 250+ live sessions (2–5/week, 4–5 players), including 6-month campaigns.
- Focused on immersive worldbuilding, character depth, and dynamic storytelling.
- Adapted plots in real time; designed original quests, NPCs, and mechanics.
- Built a loyal player base with repeat groups and pre-registered campaigns.
- Collected feedback regularly to refine narrative techniques.
- Co-created multi-GM festival games with synchronized storylines.