

Tess Alexandra Devillier

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Professional Summary

A narrative designer and systems architect specializing in transmedia storytelling, intricate progression mechanics, and immersive worldbuilding. Proven expertise in architecting expansive digital multiverses, managing complex lore databases, and diagnosing structural pacing issues within interactive media. Deeply comfortable in technical environments, actively co-creating with AI tools to build frameworks, test mechanics, and shape the next era of digital and interactive fiction.

Core Competencies

- **Narrative & Worldbuilding:** System Architecture, Lore Databases (TIGIDB), Progression Mechanics, Pacing Diagnostics, Screenwriting, TTRPG Mechanics.
- **Technical Integration:** AI Co-Creation (GitHub Copilot, Suno), Frontend Web Design (VS Code), Digital Compendium Management, Transmedia Ecosystems.
- **Storytelling Mediums:** Serialized Digital Fiction, Interactive Fiction, Psychological Thrillers, Audio Storytelling (Podcasts & Lyricism).

Relevant Creative & Narrative Experience

Narrative Game Designer (Volunteer)

Forbidden Kemono Studio | April 2026 – Present

- Collaborate on narrative development and worldbuilding for an unannounced, NDA-protected title.
- Structure immersive narrative arcs and manage character progression to align storytelling mechanics with gameplay, elevating the overarching plot and player experience.

Story Architect & Lead Narrative Designer

Independent Creative Projects | 2017 – Present

- **Screenwriting & Transmedia Lore (Miracle in Blackmill, VA):** Creator and writer of a multi-season psychological thriller utilizing a complex transmedia structure. Scripted the pilot episode ("Red Door") and developed an immersive digital ecosystem featuring interactive dark web interfaces, leaked security feeds, and music-integrated storytelling to reveal hidden narrative truths.
- **System Architecture (TIGIDB):** Architecting an expansive digital multiverse compendium designed to meticulously track lore, magic systems, cross-dimensional timelines, and character progression.
- **Serialized Storytelling (Xyzthians):** Developing an immersive multi-media mythology project featuring dual-energy lore, vertical series scripts, and serialized mini-books.

- **Audio Storytelling & Adaptation (Wayward Bound):** Designing and directing a comprehensive homebrew TTRPG campaign currently in adaptation for a serialized podcast format, demonstrating a strong grasp of rhythmic pacing and auditory flow.

Variety Content Creator & Community Manager

The Brigade (Twitch & TikTok) | 2017 – Present

- Cultivate and manage an online community through interactive, live-streamed storytelling and gaming.
- Diagnose and adapt narratives on the fly based on real-time audience feedback, maintaining high retention rates and keeping pacing tight.

Education

- **Bachelor of Science in General Studies**, Southeastern Louisiana University
- **Associate of Arts in Entertainment Technology**, Baton Rouge Community College