

BIANCA SAVAZZI

Contact information:

E-mail: bsavazzi@gmail.com

Portfolio:

<http://biancasavazzi.com/>

SOFTWARE AND PROGRAMMING/SCRIPTING LANGUAGES

Unity3D - Scripting with C#, and simple level design.

Unreal Engine 4 & 3 - Scripting using Blueprint/Kismet, and minor C++ programming.

CryEngine 2 - Scripting using Flow Graph, and simple level design.

Other software: Adobe Photoshop CS2 up, and Microsoft Word.

WORKING EXPERIENCE

Jr. Game Designer, Paradox Arctic - January 2016 – Current

As a Junior Game Designer at Paradox I work with designing game concepts and mechanics. I perform documentation of these as well.

Jr. Technical Designer, Deep Silver Dambuster Studios – Jan. 2015 – Dec. 2015

I created prefabs using Cryengine 2 which contains various types of gameplay elements that were later placed in the open world environment for Homefront: The Revolution.

Writer, Teotl Studios, part-time – Sep. 2014 – Dec. 2014

My main task was to create the backstory for the human characters and to tell their story through short diary-entries that can be found in the game, Solus.

Game designer intern, DreamStage - April 2014 – Aug. 2014

Intern position, game design. Main task was to script different types of mechanics and UX design + functionality.

Scripting intern, Teotl Studios – Nov. 2013 – April 2014

Intern position. Main task was to script different kinds of systems and function using visual scripting. Minor C++ programming.

EDUCATION

Advanced Vocational Education - Future Games – 2012 - 2014

Game design program. I took courses in game design theory, level design, scripting, and related subjects. We used Unity3D and Unreal Engine 3 during game projects.

Individual university courses. 2011- 2013.

Full list available on request.

LANGUAGES SPOKEN

Swedish – First language, native.

English – Fluent.