

BIANCA SAVAZZI

Contact information:

E-mail: bsavazzi@gmail.com

Portfolio: biancasavazzi.com/

EXPERTISE

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

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

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

Clausewitz - Some C++ programming and Clausewitz Script, Paradox Interactive's script.

Other languages: XML, HTML, minor LUA.

I am familiar with software development processes, such as agile and kanban.

WORKING EXPERIENCE

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

At Paradox I work with designing game concepts, mechanics, and making content. I perform game design documentation as well. I have worked on 3 unannounced projects and 1 released, which was the porting of Pillars of Eternity to Playstation 4 and Xbox One.

Writer, (Freelancer) Onyx Path Publishing – October – November 2017

I worked as a writer for a Pen and Paper RPG named *They Came from Beneath the Sea!* For that book, I wrote some entries for the enemies/threats category.

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

I created prefabs using CryEngine 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. I scripted different mechanics and UX design + functionality.

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

Main task was to script different kinds of systems and function using visual scripting.

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.