



Bianca Savazzi

A designer with a strong interest in scripting and writing.

 bsavazzi@gmail.com

 <http://biancasavazzi.com>

Working Experience



Jr. Game Designer | Paradox Arctic | January 2016 – Current

In the subarctic lies the Paradox Arctic studio - the most northern studio of Paradox Interactive. Being a small studio of around 20 people, my role of game designer requires me to be flexible in many areas within my discipline, as well as other areas.

Unannounced Project

Work Period: Apr. 2018 – Current | **Platforms:** PC, Xbox One, PlayStation 4 | **Role:** Game Designer

“Writing designs for systems and presenting them for the team. Balancing the game. Other tasks include balancing the game and creating narrative content.”

Crusader Kings 2: Holy Fury

Work Period: May 2018 – July 2018 | **Platforms:** PC, Mac, Linux | **Role:** Content Designer

“Wrote content for DLC using Clausewitz script and helping out on the bug-fixing front in C++.”

Crusader Kings 2

Work Period: Jan. 2018 – May 2018 | **Platforms:** PC, Mac, Linux | **Role:** Game Designer

“Helped out with the first formal A/B-testing by Paradox Interactive. Scripted and wrote the majority of the content which lifts up the DLCs in the game in a non-intrusive matter.”

Unannounced Project

Work Period: Mar. 2017 – Jan 2018 | **Platforms:** PC | **Role:** Content Designer (Head of Content)

“Lead a team of external writers to create content for a narrative-rich game. Scripted, and wrote parts of the narrative. Lead and taught half of the team Clausewitz script.”

Pillars of Eternity: The Complete Edition

Work Period: July 2016 | **Platforms:** Xbox One, PlayStation 4 | **Role:** Game Designer

“Created designs and UI mockups in the porting of the PC game to consoles.”

Unannounced Project

Work Period: June 2016 – Feb. 2017 | **Platforms:** Xbox One, PlayStation 4 | **Role:** Game Designer

“Documented and managed all of the designs for an unannounced console game. Scripted and helped out with programming some UI in C++.”

Unannounced Project

Work Period: Jan. 2016 – May 2016 | **Role:** Game Designer

“Helped in writing and designing for a game pitch.”



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

Collaborated with the different disciplines in the studio to create prefabs in CryEngine which contained various types of gameplay elements for Homefront: The Revolution.



Writer & Scriptor Intern | Teotl Studios | *(Multiple occasions)*

I worked together with Teotl Studios under two different titles for The Solus Project. Console editions were subsequently released and weren't in development during my time there.

The Solus Project

Work Period: Sep. 2014 – Dec. 2014 | **Platforms:** PC | **Role:** Part-Time Writer

"I wrote the backstory of the humans and the collectable diary entries from the deceased crew."

The Solus Project

Work Period: Nov. 2013 – April 2014 | **Platforms:** PC | **Role:** Scriptor Intern

"Writing designs for systems and presenting them for the team, balancing the game."



Game Design Intern | DreamStage | April 2014 – Aug. 2014

For a VR game, I scripted different mechanics and created menus in Unity.

Freelance Experience for Tabletop RPGs

Self-Employed Writer | Onyx Path Publishing | *(Project Employed)*



Spilled Blood

Word Count: 9000 | **IP:** *Vampire: The Requiem* | **Release:** TBA

"I wrote two new bloodlines and a new enemy with connections to the Strix for this supplement."

Shunned by the Moon

Word Count: 15000 | **IP:** *Werewolf: The Forsaken* | **Release:** TBA

"I wrote the Geryo – an abhorrent Werewolf – for this supplement book containing new enemies."

The Contagion Chronicle

Word Count: 10000 | **IP:** *Chronicles of Darkness* | **Release:** TBA

"I wrote a scenario containing both new enemies and Conditions for all the IPs released under the Chronicles of Darkness – the new World of Darkness."

They Came from Beneath the Sea!

Word Count: 6000 | **IP:** *They Came from Beneath the Sea!* | **Release:** TBA

"For this book, I wrote some entries for the threats – enemies – category."

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.