MARTINA RAICO

NARRATIVE DESIGNER | WRITER

📍Milan, Italy (not open to relocation)

ABOUT ME

Passionate about storytelling and a firm believer in the power of player agency. Striving to create great stories intertwined with great gameplay.

REFERENCE

Marco Mantoan

Lead Narrative Designer

Nacon Studio Milan

Owner of Picaresque Studio

marco@picaresquestudio.com

CONTACTS

in **LinkedIn profile**

📁 **Portfolio**

✉ martina.raico5@gmail.com

WORK EXPERIENCES

2021 - present

NARRATIVE DESIGNER

Nacon Studio Milan

In development: **open-world survival FPS** set in the **Terminator** franchise

TASKS & ACHIEVEMENTS

Narrative Design

- **Side & main quests design + implementation** in UE5
- Engineering narrative systems based on **scripts** written by external screenwriters
- **Voice-over** sessions supervision

Game content writing & implementation (50k words written)

- **Localization kit** creation and management w/ **Gridly (120k words)**
- Linear/branching dialogues w/ **Common Conversation plugin**
- Flavor texts, quests descriptions, barks etc.

Game design documentation

- **Assigned features:** Quest system, Quests, Dialogue system

1 released game: **TT Isle of Man: Ride on the Edge 3**

TASKS & ACHIEVEMENTS

Transitioned from QA to Design after 1 year

Game content writing and localization ENG > ITA (27k words written)

- **Localization kit** creation and management
- Supervision of localization in **11 languages**
- Liaising with the **localization agency**

Game design documentation

- **Assigned features:** Player HUB, Leaderboards, Loading screens, Custom Events, Tutorials, Replay

2020 - 2021

QA TESTER

Nacon Studio Milan

1 released game: **RiMS Racing**

TASKS & ACHIEVEMENTS

Tested on: PC, PS4, PS5, Switch, XSX

Functionality and Localization bug reporting

Localization ENG > ITA of game content (87k words translated)

- **Localization kit** management
- Supervision of localization in **11 languages**
- Liaising with the **localization agency**

Trophies & achievements configuration through portals

SKILLS

STORYTELLING

- Branching narrative
- Character writing
- Dialogue design

WRITING

- Barks
- Dialogues (linear/non-linear)
- Lore and flavor descriptions
- UI content

LOCALIZATION

- Translation EN > IT
- Liaising with translation agencies
- LocKit management

TOOLS

- Miro
- Google Suite
- ClickUp
- Unreal Engine 5
- XLOC
- Redmine
- Gridly

LANGUAGES

- Italian **(native)**
- English **(C1)**

EDUCATION

2023

VIDEOGAMES LOCALIZATION COURSE

Digital Bros Game Academy

2019 - 2020

GAME DESIGN COURSE

Digital Bros Game Academy

2014 - 2017

MASTER'S DEGREE, PUBLISHING

Università degli Studi di Milano

Thesis title: **"Narrative and videogames: A new life for rhetoric?"**

WHO AM I OUTSIDE OF WORK?

MY TOP 5

- Nier: Replicant
- Nier: Automata
- Shenmue 2
- Yakuza 0
- Gnosia

I LOVE...

- Painting
- Tattoos
- Boardgames
- Horror movies
- Post-punk music