

MARTINA RAICO

Milan, Italy (open to full remote/hybrid roles, no relocation)

[Linkedin](#) | [Portfolio](#) | martina.raico5@gmail.com

ABOUT ME

I'm deeply passionate about the unique spectrum of tools and possibilities that videogames open to the art of telling stories.

REFERENCES

Marco Mantoan

Former Lead Narrative Designer @

Nacon Studio Milan

Owner, Picaresque s.r.l.

marco@picaresquestudio.com

DEV EXPERIENCES

Narrative Designer | [Nacon Studio Milan](#) | Sep 2021 - July 2026 | Team size: ~ 70

[Terminator: Survivors](#) | Open-world FPS | June 2022 - In development | PC, PS5, XSX

- Designed and implemented **quests with Unreal Engine 5** using a custom system (blueprints logic, gameplay integration, checkpoints, cutscenes, and asset implementation)
- Written and implemented dialogues using the **Common Conversation plugin (50k words)**
- Collaborated on scripts with **external writers**
- Supervised **voice-over recording sessions**
- Designed and managed the **localization kit** using **Gridly** and **Google Spreadsheet (100k words)**

[TT Isle of Man: Ride on the Edge 3](#) | Racing | Shipped May 2023 | PC, PS4, XSX, Switch

- Game **copywriting and localization** ENG > ITA (**27k words**)
- Designed and managed the **localization kit** using **Google Spreadsheet**
- Supervised the localization in **11 languages**
- Liased with the **localization agency**

QA Tester | [Nacon Studio Milan](#) | Oct 2020 - Sep 2021 | Team size: ~ 40

[RiMS Racing](#) | Racing | Shipped August 2021 | PC, PS4, PS5, XSX, Switch

- Reported **functionality and localization bugs** with **Redmine**
- **Localized** game content from English to Italian (**87k words**)
- Managed the **localization kit**
- Supervised the localization in **11 languages**
- Liased with the **localization agency**
- Uploaded **trophies and achievements** through platform portals

SKILLS

- **Languages:** Italian (**native**), English (**C1**)
- **Engines:** Unreal Engine 5, Unity, Visual Novel Maker
- **Tools:** Miro, Google Suite, ClickUp, XLOC, Gridly, Twine, Perforce, GitHub, Redmine

ACADEMIC EXPERIENCES

Narrative design tutor | [Digital Bros Game Academy](#) | Nov 2025 - Present

Online narrative design course **for adults**

- Provided **feedback** on assignments and **additional support** to students
- Designed and presented the following lectures:
 - **“Introduction to Twine”**
 - **“Managing text and localization as a game writer”**
 - **“Job search: CV, portfolio, interview, and events”**

Game design teacher | [Digital Bros Game Academy](#) | Oct 2020 - Feb 2022

Online game design course for **kids from 10 to 13 years old**

- Designed and presented **introductory lessons on game design theory**
- Supervised students in the creation of a small platform game using **Construct 3**

EDUCATION

Videogames Localization Course | [Digital Bros Game Academy](#) | Jan 2023 - May 2023

Game Design Course | [Digital Bros Game Academy](#) | Sep 2019 - August 2020

Master's degree, Publishing | Università degli Studi di Milano | Sep 2014 - May 2017

Thesis: **“Narrative and videogames: a new life for rhetoric?”**; an analysis of the importance of a well-structured narrative in videogames and of the techniques they can borrow from other media, using **Shenmue** as the main case study.

SOMETHING ABOUT ME...

- **Favorite games:** Nier: Automata & Nier: Replicant, Shenmue I & II, Blue Prince, The Cat Lady
- **Hobbies:** painting, tattoos, boardgames, post-punk music