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 Trainer | Digital Bros Game Academy | Nov 2026 - Present

Online narrative design course **for adults**

- Designed **lesson slides and topics**
- **Tutored** students throughout the course
- Provided **feedback** on assignments

Narrative design Tutor | Digital Bros Game Academy | Nov 2025 - April 2026

Online narrative design course **for adults**

- **Tutored** students in support of the Special Trainer
- Provided **feedback** on assignments and **additional support** to students

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
- **Hobbies:** painting, tattoos, boardgames, post-punk music