

MARTINA MARCHIO

Game/Narrative Designer

PROFESSIONAL EXPERIENCE

Narrative Design Intern — Gunzilla Games

Frankfurt, Remote — 6 months

Worked on the narrative for the newly announced multiplayer shooter Off The Grid, under the direction of Olivier Henriot, with contributions from Richard Morgan and Neil Blomkamp. Contributed to worldbuilding, lore design, and the creation of a cyberpunk universe.

Creative & Production Assistant — A MAZE. / Berlin

Berlin, Remote — 2021 Edition

Personal assistant to festival director Thorsten Wiedemann. Handled communication, organization, and partial curation for the digital edition of the international game art festival.

Game Designer & Community Assistant — Soba Studios

Berlin — 4 months contract

Contributed to the production of games and content for a Roblox-style multiplayer platform. Managed and moderated the community Discord, designed events, and hosted livestreams.

Game Design Intern — VR Vonderland

Berlin — Short Internship, 2020

Assisted with game and narrative design for a VR car-riding experience set in a fantasy world inspired by Avatar.

SKILLS

Languages & Communication

Bilingual (Native Italian, fluent English - C2), Spanish
Writing, scripting, documentation
Community management & team leadership

Design & Development

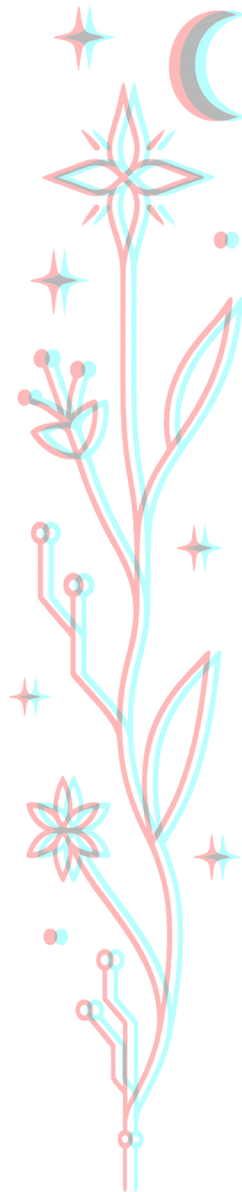
Narrative Design, Worldbuilding, Creative Direction
Level Design, Game Design, Iterative Development
Agile (Scrum), Multidisciplinary Collaboration

Software

Unity
Unreal Engine (VR Specialist Certified)
Maya, ZBrush, Substance Painter
Adobe Creative Suite
Visual Studio, Git

Creative Skills

Music composition & production
Audio & video editing
Graphic design



PERSONAL PROJECTS

Pity Party — Solo Developer

2020

A short, pastel-toned point-and-click horror game that explores themes of dissociation and emotional repression. It unexpectedly gained traction after being featured by several YouTubers and remains my most widely played project to date.

RE:MIND — Creative Director & Narrative Designer

Ongoing

A hybrid VR experience that blends real-time Unreal Engine environments with cinematic 360° footage. The player explores a symbolic simulation designed to erase trauma.

Narrative Designer — Nephos

Turin, 2019

Worked on the worldbuilding and lore for Nephos, an unreleased MMORPG.

Project Lead — A MAZE. Devolution

2022

Led the 2022 edition of A MAZE. Devolution, an experimental curation project based on the game Lonely Mountains: Downhill.

Erasmus+ Projects

Germany, Poland, France, Bulgaria

Participated in international Erasmus+ programs focused on game development and cultural exchange.

EDUCATION

Bachelor of Arts in Game Design

University of Applied Sciences Europe (BTK), Berlin — 2019–2023

VR Specialist Course (Unreal Engine)

800-hour program including hands-on development and internship — 2024–2025

Narrative Design Course

Scuola Holden (Turin, Italy) — April–June 2023

Cambridge Proficiency Certificate (C2)

December 2023

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