



CLASS: STORYMANCER. Expertise in Game & Narrative Design, Worldbuilding, and Tabletop RPGs.

SIDE SKILLS: VISUAL MEDIA. Focus on TV Seriality, Cinema (cyberpunk) and Narratology.

CORE SKILLS: creative analysis. I work with data to create content for specific audiences.

BACKGROUND: Media Studies, Corporate Storytelling, Graphic Design.

**NARRATIVE DESIGNER
TABLETOP RPG DESIGNER
CORPORATE STORYTELLER**

I help people tell their stories better and find the best in their stories. I use cutting-edge tools to solve problems, combining science and creativity.

WORK EXPERIENCES

GAME & NARRATIVE DESIGN

- 2018 – today, Freelancer game narrative designer & worldbuilder.**
 - Primorden/Tearfallen (Chillchat, Jul-Dec 2023), a grimdark fantasy rogue MMO set in a world inspired by worldwide deities mythology - Role: narrative designer.
 - TBA Tabletop Game (dV Games, Feb-Oct 2022), a fantasy tabletop game set in a fable-styled medieval universe overlapping our own world - Role: worldbuilder.
 - Blood Sword 5E (Tambù, 2021-2022), a grimdark tabletop RPG set in an alternate European medieval universe (based on Dungeons & Dragon 5e SRD) - Role: author and game designer.
 - Shintiarra Crusade of Time (GreatPixel, 2020-2021), temporal fantasy set on a planet during a renaissance-inspired era with temporal travels - Role: additional game designer.
 - Nights of Nibiru (Core Handbook & 4 Setting Expansions, Raven Distribution, 2018–) is a science fantasy tabletop RPG set on a far planet, where a group of Earth survivors set up a new civilization using power linked to the planet's atmosphere.

2020 – today, Narrative Design Course Leader at AIV - Italian Videogame Academy

2018 – 2023, tabletop rpg translator EN-to-IT. Dialect (NarrAttiva), Blades in the Dark (Grumpy Bear Stuff), Bleak Spirit (Grumpy Bear Stuff), and more.

BRAND STORYTELLING & MARKETING

2014 – 2023, freelance corporate storyteller & SEO Expert. Clients: ACF Fiorentina, Korkie, Alessandro Bagalini, Try D Ferent, Mana Project Studio, AIV, and more.

2019 – 2020, post-graduate degree consulting in Brand and Corporate Storytelling for Intesa San Paolo, ENEL, Base Milano.

EDUCATION

- 2023. The Narrative Department, Online Course**
- 2020. Master in Marketing Utilities and Storytelling Techniques (M.U.S.T.).** University of Pavia.
- 2017. Master's Degree in Modern Literature, Writing, and Media Sciences.** Dissertation title: "Cyberpunk Cinema." University of Pavia.
- 2013. Bachelor's Degree in Italian Literature and Cinema Studies.**

GAMES

23-24 Fav Played Zelda Breath of the Wild, Alan Wake II, Thronefall
Favorite Games Hades II, MTG Arena, Blades in the Dark (TTRPG)
Evergreens Final Fantasy 8, Warcraft 3, Vampire Survivors
Replays The Order 1886, Medieval (Remastered), Dishonored

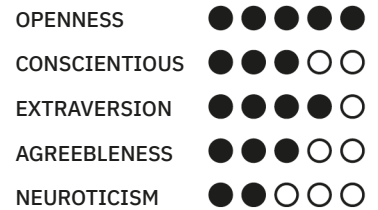
HOBBIES

Tabletop RPGs, Videogames and Lyrical Music. I'm also a musician (guitar & bass): I compose electronic rock music for my band, and I'm an eager fantasy-weird reader.

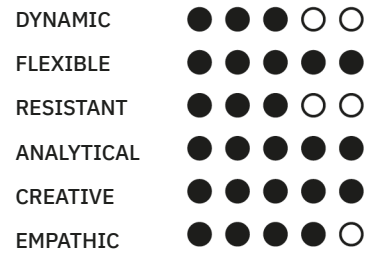
APPROACH

I adapt quickly to teams and situations. I'm sharp in analysis and consultancy and careful and methodic in design.

**PERSONALITY:
ADVOCATE (INFJ-T)**



SOFT SKILLS



TECH SKILLS

