

Florencia Minuzzi

A researcher-turned-writer with a focus on continuously learning and improving. A strong love for both scientific research and the creative process led to the creation of Tea-Powered Games, a two-person team making games focusing on communication, conversation and how to make those mechanically interesting.

Freelance Writer, Editor and Narrative Designer (2018-present)

Pocket-Sized Hands – Lead Writer for Dish Life (2019)

Wrote the main story, and all randomly-deployed scenarios with player choices and downstream consequences. Dish Life focuses on authentically capturing the struggles and daily lives of modern researchers, from degree to professorship.

Digital Liberties – Writer for Unannounced Mobile Game (2018)

Worked with the lead writer to create content for a game that helps teenagers empathise with those from different backgrounds or situations. Conversations were in a mobile text-like interface, from casual chats to important player choices.

- Also assisted with Ink structuring and linking Ink files to Unity

Game House – Editor for Delicious World (2018)

Edited the full script for *Delicious World* (mobile game), around 150 pages.

Thought Den – Narrative Design Assistance for Total Darkness (2018)

Helped create scenarios, conversations and game systems for *Total Darkness* – an online narrative game aiming to interest children in science and learning.

Freelance Artist and User Interface Designer (2018)

Spirit AI – UI Designer and Artist for Restless (2018)

Designed an innovative User Interface system for Restless, a game made using a new character AI system (Character Engine). Created all art assets for the game.

Lead Writer, Artist and Co-Director of Tea-Powered Games (2013-present)

Co-founded Tea-Powered Games, a company focused on creating video games about conversation, using strong narrative design to tell stories through game mechanics.

Elemental Flow – Lead Writer, Artist, Director (2017-present)

An RPG with no combat, only conversations. Explore a modern optimistic world as Clara, a young woman figuring out her place in the world, using communication as her primary tool to tell an empathetic story.

Dialogue: A Writer's Story – Lead Writer, Artist, Director (2013-2016)

Play out a year in the life of Lucille, a writer working on a science fantasy novel inspired by her neighbour's biochemical research. The game consists of various types of conversations with different mechanics – some active and time-sensitive, some slow and exploratory.

- Created original IP for both games (characters, setting, story, etc)
- Created all-new conversation systems for each game, linking design and writing in innovative ways
- Wrote all in-game text (scripts, in-game tutorials, biographies and other material) as well as game documentation for both games
- Voice direction for *Dialogue* (a fully voiced game)
- Created a seamless conversation experience in both games by editing and linking voice files, game text and character portraits
- Created art assets and modified existing assets, including all user interface as well as some character and background art for both games

Awarded membership to the **BAFTA Crew Games** programme (2017-2019)

Solo Productions

Attunement (2018)

The asexual witch Anaïs explains her monthly magical ritual to her partner Grant.

The Dream Self (2017)

A game that provides many choices of action in an everyday setting, using them to calculate Big 5 personality traits. Traits then affect players' dream sequences.

The Felidae Phylogenetic Tree (2017)

A fun, interactive look at feline species and how they're related. Species are shown as berries on the feline family tree, each with illustrated facts.

More games can be found at [Fminuzzi.itch.io](https://fminuzzi.itch.io)

Imperial College London, PhD and Research Associate (2008-2013)

Studies carried out on human, fungal and bacterial cells, as well as mice, with a focus on imaging dyes using light, confocal and two-photon microscopy.

Skills and Attributes

- Ability to create new IP, including characters, settings, dialogue and prose, as well as working with other teams on existing IPs
- Strong multi-disciplinary knowledge – writing, editing, art and design knowledge help fit into teams and liaise with other developers
- Visual design, especially UI design, and creation of original art assets
- Experience with programs such as Adobe Photoshop, Inky, WriterDuet, Character Engine, Unity, Twine, Gamemaker Studio, RPG Maker and Microsoft Office
- Knowledge of scientific research and research-related skills
- Fluent in English and Spanish, high level French and basic Japanese