

# Florencia Minuzzi

A writer with a focus on continuously learning, improving and helping others do the same. 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 centring around communication, conversation and how to make those mechanically interesting.

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

### **All Around the World – Writer for Tau Station (2020-present)**

Wrote missions (story quest content), created star stations including areas and NPCs, worked with other writers to edit and review each other's work. Tau Station is a space exploration sci-fi narrative game, and my stories centred around queer and marginalised identities in the future, hacktivism, deconstructions of capitalism and artificial sentience. Also wrote blogs, kick starter posts, social media updates and other copy for Tau Station.

### **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 The Challenge (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.

### **Spider Lily Studios – Narrative Design Assistance for Retrace (2018)**

Reviewed early drafts of *Retrace* with an eye towards strengthening themes for the individual characters, and overall narrative consistency.

## 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

### **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.

Awarded membership to the **BAFTA Crew Games** programme (2017-2020)

Co-organiser for **Oxford and London Interactive Fiction** group (2018-present)

Member of jury for the **Wordplay 2019 Showcase** game selection.

Member of jury for **BAFTA Young Game Designer Competition 2020**.

### **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