Sofia Sabarini

Contact

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SKILLS

- Unity3D
- Unreal Engine
- Content Design
- Level Design
- Adobe (Ps,Id,PR)
- Game Design
- Game Writing
- Documentation
- Zendesk
- Community Management

LANGUAGES

- English (Fluent)
- German (Fluent)
- Bulgarian (Proficient)

EXPERIENCE

Content Manager - StarBerry Games (2022 - now)

For the mobile game **Merge Mayor**, I was responsible for creating content on a regular basis. That included pre-production (concept + story for levels), production (balancing, dialogues and implementation of levels) and finalization (testing). Tasks also included design specs (e.g. dialogue systems) and assisting during a rebranding transition.

Community Manager - StarBerry Games (2021 - now)

Moderation of a discord server with **54k members**. Regular interaction with users within channels, answering questions or solving game-related problems via a ticket system. Included the creation of monthly calendars, to keep players updated about incoming events. Bots integration to make server safe for users. Provided additional support in form of customer service via ZenDesk when needed.

EDUCATION

Entrepreneurship (M.A.) at SRH Hochschule (2021)

Economic Sciences (B.A.) at bbw Hochschule (2019)

Media Management (B.A.) at Macromedia (2018)

INTERNSHIPS

COURSES