

Sofia Sabarini

Narrative Designer & Game Writer

<https://sofiasabarini.com/> • Portfolio: Twine prototypes, level design & writing samples

PROFILE

Narrative Designer and Game Writer with 3+ years of professional experience in live-service mobile games. Specialises in character work — building ensemble casts with distinct voices, clashing personalities, and emotional arcs that resonate with players. Experienced collaborating across disciplines and in designing narrative systems that balance storytelling with production constraints.

EXPERIENCE

Narrative Designer & Game Writer — StarBerry Games

2022 – present

Merge Mayor (live-service mobile, shipped)

- Primary narrative designer on Merge Mayor, owning story content across 24 levels and 3 districts from brief to implementation
- Wrote 670+ dialogue lines across mission-driven story scenes; designed 15 original characters with artists and marketing, creating profiles, reference boards, and personality briefs
- Collaborated with artists and marketing to rebrand 5 original city-district characters, contributing character voice direction and personality alignment
- Authored game design spec for a restructured mission-progression system, reducing art dependency while preserving narrative pacing

Garden Getaway (live-service mobile, shipped)

- Defined the main cast of 7 characters and overall story arc for a cozy murder mystery; wrote 6 chapters (~480 lines) of serialised character-driven content
- Built an AI-assisted review workflow using story bibles and character documentation to test chapter drafts for narrative consistency before submission

Community Manager — StarBerry Games

2021 – present

- Managed and moderated a Discord community of 58K+ players across live game updates and releases
 - Used player feedback to evaluate whether intended narrative and emotional beats landed, directly informing character and mission writing on subsequent levels
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SKILLS

Narrative & Writing: Twine (personal projects), story bible writing, character documentation, game design specs, branching narrative (personal projects), serialised narrative writing, AI-assisted narrative consistency review

Design & Collaboration: Unity3D (content implementation), Unreal Engine (level design, basic Blueprint scripting), Miro, Microsoft Word, Jira, GitHub + Sourcetree (branch management, PRs), content QA & bug reporting

Production & Creative: Adobe Photoshop, InDesign, Premiere Pro, Zendesk, Discord

EDUCATION

Game Design (B.A.) — IU Hochschule, 2025

Thesis: "How Game Mechanics Portray Mental Illnesses" — how audiovisual and control design externalise psychological experience in games (Hellblade, Celeste, Night in the Woods)

Entrepreneurship (M.A.) — SRH Hochschule, 2021

Thesis: "Quantic Foundry's Nine Gamer Types and Their Association with Narrative Preferences" — 457-response survey mapping gamer archetypes to narrative preferences

Economic Sciences (B.A.) — bbw Hochschule, 2019

Communication (B.A.) — Macromedia, 2018

LANGUAGES

English (Fluent) • German (Fluent) • Bulgarian (Proficient)