



Mascambroni María Sol



Game Designer - Screenwriter - Producer

Passionate about creating interactive worlds. Five years of experience working in multicultural teams, designing concepts, developing narrative, and managing small indie projects. Currently focusing on specializing in designing meaningful experiences that evoke emotion.



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Professional Experience

White Beach Studio

- Executive Director
- Lead Game Designer
- Producer

Cero Try Games

- Game Designer
- Narrative Designer

UTN - Argentina

- University Instructor and Content Creator for University Specialist Program (Game Designer)

Independent Projects

- Game Designer
- Narrative Designer
- QA

GamKat

- Game Designer
- Narrative Designer
- QA



Games I participated in



Piece by Piece

It's time to open shop! Inherit your family's repair shop, and roll up your sleeves. Fix up the prized possessions of the forest folk, paint yourself a masterpiece to sell and make your family shop all your own with...



Piece by Piece

What did I do here?

- Narrative: Creation of scenes where two or more characters interacted with each other
- Game tester for the initial stage
- Game Designer's Assistant

A game that takes us to a quiet and beautiful shop where we will focus on repairing objects and taking care of a shop while getting to know our neighbors



A multiplayer game where you fight to occupy and maintain your territory, while battling an enemy faction. You must also be careful of what's happening around you; every scenario has its trap!

Turf Wars Rabbits

What did I do here?

- Game Designer Director: Gameplay, Narrative, Events, Rewards, Achievements, etc;
- General Team Management
- Production

Japaro Camp

What did I do here?

- Game Designer Director: Gameplay, Narrative, Events, Rewards, Achievements, UI/UX, Maps, Various characters, etc;

Who doesn't love camping? How hard is it to run a campsite? When you see the first camper return from their day's activities missing an arm, you realize it wasn't as easy as they made it out to be.

Arte original descartado, pero **NOTA IMPORTANTE:** "Mantener paleta de color y respetar el color de los uniformes para cada franja de edad"



Esta línea artística ha gustado más, así que intentar ir por aquí.

Prestar atención al grosor de líneas y a la ausencia de degradados de color, la idea es trabajar básicamente con colores planos



Línea gráfica con como a utilizar como referencia "100% HUMANOS" (que si necesitan hacer más referencias en internet)



Game Design Skills



Documentation

- High Concept
- Game Design Document
- Prototype
- Demo
- Patches/Updates
- DLCs
- Audio Design
- Animation
- Art (o Visual Arts)

Design Skills

- Systems Design
- Narrative Design
- UI/Hud/Layout
- Probability
- Core Loops
- Gameplay

Design Tools

- Google Docs
- Google Slides
- Google Sheets
- Miro
- Canva
- Gemini
- ChatGPT
- Adobe Illustrator (Basic)
- Adobe Photoshop (Basic)
- Unity (Basic)
- Twine (Basic)
- Scenarist
- Pixel Edit
- Aseprite

Players / Target Audience

- Player Types
- Needs
- Fun
- Flow State
- Interaction Structures
- Motivations

Creative Process

- Story
- Mechanics
- Aesthetics
- Market Research

Screenwriting

- Narratives
- Characters
- Dialogues
- Barks
- Script Structures



Extra Skills & Interests



Technological

- Basic Programming
- Software/Hardware (Intermediate)
- VSCode
- Git (Basic)

Useful Resources

- Color Palette
- Gradients
- Icons
- Fonts
- Vectors

Production

- Organization
- Team Leadership
- Deliverables
- Research
- Budget Management

Soft Skills

- Respectful Communication
- Small Team Leadership
- Documented Organization
- Remote and On-site Teamwork
- Problem Resolution

Hobbies

- D&D
- Video Games
- Programming
- Music
- Pixel Art
- Studying
- Cooking
- Writing

Favorite Games

- Dragon Age
- Mass Effect
- The Witcher
- Baldur's Gate
- Pathfinder
- The Walking Dead
- Fire Emblem
- Zelda
- Stardew Valley
- Game Dev Tycoon
- Dark Dome
- Harvest Moon
- Warcraft 3
- Age of Empires 2
- Divinity: Original Sin 2
- Many more...



