



BIANCA AGATON

GAME WRITER | NARRATIVE DESIGNER

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LANGUAGES

- Spanish
- English
- Italian

SOFTWARE

- Twine
- Articy
- Screenwriting software
- Microsoft Office
- Unreal Engine 5
- Jira/TestRail

SKILLS

- Editing
- Screenwriting
- Creative writing
- Interactive storytelling
- Linear and branching narratives
- Worldbuilding
- Character design
- Dialogue
- Testing (bug tracking, regression testing, test cases)
- Leadership
- Adaptability
- Attention to detail
- Teamwork
- Effective communication
- Creativity
- Organization
- Self-motivation

OTHERS

- I have written and published over 300 microfictions on Twitter.
twitter.com/AgatonBianca
- I have participated in eight game jams as a game writer and narrative designer, creating content in both English and Spanish.

I am a dedicated trilingual writer and linguist with over seven years of experience as a game writer and narrative designer for personal and experimental projects, along with more than a year of expertise as a game tester. With a decade of experience in creative writing in both English and Spanish, and a solid foundation in literary, linguistic, and intermedial narrative analysis, I am now seeking a game writer or narrative designer position in a highly collaborative studio.

PROFESSIONAL EXPERIENCE

Game Tester at Keywords Studios — June 2023 - Present

As an FQA Tester Level 3 for multiple projects across a diverse range of story and game genres, I have been one of the team members who consistently submits the most reports. Beyond my testing responsibilities, I have actively taken on additional roles, including editing the work of my teammates, writing and editing documentation, providing support in managing a team of ten members, and performing various administrative functions. I have also been responsible for task coordination, issue resolution, and ensuring effective communication between leadership, testers, and clients. Additionally, I have developed test cases for several projects and have become the team's expert in Spanish and English grammar as well as localization. This was particularly evident in my previous project, where I focused on testing the linguistic components of the game.

Collaborator at LEIVA, Cenart — 2018

Responsible for guiding the teams on the narrative and linguistic aspects of their projects. I also gave a lecture on narrative elements.

Intern at Virtual Reality and Video Games Laboratory, Cenart — 2018

Responsible for testing, revising, and editing the narrative and linguistic content of the augmented reality book *Memento Mori*. Involved in research on narrative in video games, virtual reality, and game feel. Responsible for editing the documentation of the laboratory.

PROJECTS

Sole developer of the interactive fiction game [Take the Subway](#) — 2021-2022

Game written and developed in Twine. It has more than seven interactive conversations and fifteen different endings.

Participant in LEIVA, with [Bug Size](#) and [Cyra](#), Cenart — 2019 and 2015 (respectively)

Responsible for game writing and narrative design, with involvement in the overall game design of both games.

Developer of the virtual reality game [Inveniet](#), Cenart — 2018

Responsible for game writing and narrative design. In charge of the level design and modeling of the third level.

EDUCATION

[The Writer's Guide to Playable Stories, The Narrative Department](#) — 2025

Taught by Susan O'Connor

[TND Workshop Series: Characters, The Narrative Department](#) — 2023

Taught by Susan O'Connor

[Introduction to Game Localization, Udemy](#) — 2023

Taught by [Pablo Muñoz Sánchez](#)

[Game Writing Masterclass I, The Narrative Department](#) — 2022

Taught by Susan O'Connor

[TND Workshop Series: Barks, The Narrative Department](#) — 2022

Taught by Susan O'Connor

Bachelor's degree: Language and Hispanic Literature, UNAM — 2015-2020

Focused on linguistics and literature.

Got my degree with a thesis on video games called "Intermedial Narrative in Electronic Literature and Interactive Digital Narrative, the cases of *Tatuaje* and *The Legend of Zelda: The Wind Waker*."

"Narrating by designing: expression through rules", Cenart — 2019

[Introduction to Game Design, Cenart](#) — 2019

"Electronic literature: from textual machines to cybertext", Instituto de Investigaciones Filológicas, UNAM — 2018

Taught by Dr. Rui Torres (ELO).

[Introduction to Game Design, Cenart](#) — 2015