



## Profile

Soon to graduate Game Designer with a focus on **general game design** and **level design**, eager to create, learn and find innovative solutions. Capable with 2D **digital art** (concept and UI) and 3D to support documentation, simplify team communication and create assets for fast prototyping. Proficient with **game engines** (Unreal, Unity, Godot) and open to learning new tools.

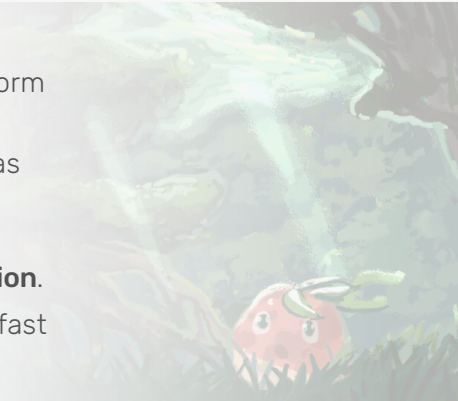


## Game Projects

### ▀ Project Verdurino / November 2021 - Present

**3D playground style platformer** about a radish with the power to transform into other vegetables and a desire to save the world.

- Defined the game concept and researched its viability on the market as a **product targeted to a young audience**.
- Designed and programmed (Unreal) the main character movement, its transformations and skills to be **simple but allowing for player expression**.
- Established the character designs and look of the world to allow for a fast and **simple production while keeping the colorful charm**.



### ▀ Malasorte and The Pesky Skull / March 2021 - October 2021

**3D action platformer** about an unlucky pirate with a curse and a sarcastic skull with a solution.

- Defined the game concept and established the look of the world for a light-hearted low poly pirate game.
- Designed and created a level in engine (Unreal) that incorporated both **playfulness and visual story telling**.
- Designed and programmed a **dialogue system** that would feel part of the world and match the comic mood.



### ▀ Ascension / November 2019 - March 2020

**Tabletop game** about alchemy with a modern look and a mindful single player experience.

- Defined the game concept of a solitaire game that would **mix gameplay and exploration of the self** through a book (similarly to tarots)
- Designed a hierarchy of compounds (objectives) that would create a **balanced and fun progression**.
- Designed and realized the visuals for every element of the game to have a **modern feel** while incorporating symbols from various traditions.



## Professional Experience

### ▀ Commfabrik / Graphic Designer / August 2016 - Present

Worked for the Communication Agency as a Graphic Designer on a variety of projects including print publications, brand identity, animated videos, illustrations.



## Education

### ▀ SAE Milan / October 2019 - Present

Course for specializing in Game Design split in a theoretical part (general design, level design, narrative design, programming, engine) and practical part that consisted in building **five different projects** from the ground up following industry like processes (agile time management, documentation writing, in engine work etc.).