

Andrea Ferrauto

Level Designer

As a designer, I seek to **create emotional and unforgettable gameplay moments**.

I specialize in **designing levels for single-player games where narration is married to gameplay to deliver a deep emotional experience**.

I always seek to **challenge my creativity** to create ever new experiences that impress and surprise players.

 **Italy (able to relocate)**  [Linkedin profile](#)  ferrautoandrea00@gmail.com  **+39 3519986528**  [Portfolio](#)

Skills

Level Design

Documentation
Layout
Mission Design
Storytelling
Blockout

Game Design

Game Concept
Player Motivation
Balancing
UI
Game feel

Programming

Visual Scripting
Blueprint
Lua

Teamworking

Scrum
Agile
Communication
Documentation

Software

Advanced

Unity
Unreal Engine 4
Word
PowerPoint
Google Drive

Intermediate

Gitlab
Confluence
Excel
Jira

Language

- English: fluent
- Italian: native

Hobbies

Manga: I used to read a lot of shonen and seinen. I recently enjoyed Goodbye Eri by Tatsuki Fujimoto.

Drawing: I have enjoyed drawing since I was a kid, I like to draw fantasy creatures and settings.

Games

I love single-player games in third and first person regardless of their genre.

I like to live rich experiences that combine narration and gameplay.

- Action-adventure:** *The Last Of Us, God of War*
- Adventure:** *Zelda, Death Stranding, Okami*
- Stealth:** *Tenchu, MGS, Dishonored, Deus Ex*
- Survival-horror:** *Resident Evil, Silent Hill 2*
- Action:** *Nier, Sekiro, Bloodborne, Dark Souls*
- FPS:** *Bioshock, Doom,*

Education

2016
-
2021 **ITIS Galileo Galilei Roma**
Rome, Italy

2019
-
2022 **AIV Italian Videogame Academy**
Rome, Italy

Work Experience

2021
-
Present **Sweet Dreams, Rome, Italy**
Level & Game Designer - BO AIV

- Designed encounters & puzzles using UE4
- Responsible of several levels in the game
- Wrote level design documentation for the team

2021 **Sfera, Rome, Italy**
Secretary for a sport company

- Public Speaker
- Interaction with client
- Organizing Events

Shipped Games

These are games I released on itch.io as an indie developer

2021 **BroccoMeat**, Shooter Casual Game, released on [Itch.io](https://itch.io)
Level Designer, Game Designer

- Designed **gameplay and game feel**
- Designed **game and mechanics balance**
- Wrote **different documentation for the team**

2019 **SINK**, VR Graphic Adventure, released on [Itch.io](https://itch.io)
Game Designer, Level Designer

- Designed **gameplay and game feel**
- Designed **game story and quest**
- Designed **different Blockouts**