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)**   in **Linkedin profile**   @ ferrautoandrea00@gmail.com   📞 **+39 3519986528**   🌐 **Portfolio**

⚙️ Skills

Level Design	**Game Design**
Documentation	Game Concept
Layout	Player Motivation
Mission Design	Balancing
Storytelling	UI
Blockout	Game feel

Programming	**Teamworking**
Visual Scripting	Scrum
Blueprint	Agile
Lua	Communication
	Documentation

🖥️ Software

Advanced	**Intermediate**
Unity	Gitlab
Unreal Engine 4	Confluence
Word	Excel
PowerPoint	Jira
Google Drive	

🌐 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
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
Game Designer, Level Designer

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