

Andrea Ferrauto

Game and Level Designer

+39 3519986528

[Linkedin Profile](#)

[Portfolio](#)

ferrautoandrea00@gmail.com

About me

Ever since I was a child I have always been passionate about the world of video games. They have always been a huge inspiration to me and I think the best games are the ones that leave you with something, a new way to face difficult days, or even just a smile on your face. In my free time I usually play on my laptop and read some manga.

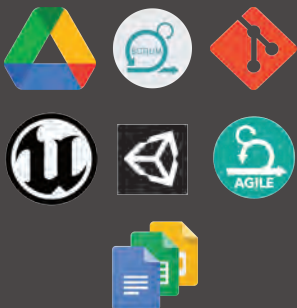
Technical Skill

- Optimization
- Rational Game Design
- Scrum
- Agile
- Unity
- Unreal Engine

Soft Skill

- Team Working
- Good Communication
- Critical Thinking
- Problem Solving
- Creativity
- Will to learn
- Adaptability

My Tools



My Work Experience

September 2020 – Sink – Zagarolo Game Jam

Japan is about to be submerged by the sea. Play in VR a scientist who is trying to save Japan by developing a new technology while his country, family and memories is sinking. My role as a Game and Level Designer was to study how to evoke the feelings we wanted through the environment and narrative. To accomplish this object i used different approaches, first of all i played on lighting, a dark - blue ambient to evoke sadness and a restricted visual camp to evoke anxiety. Than i worked on the enviromant storytelling and playtested to verify my behavioural design and GD goal.

November 2021 – Sweet Dreams – School Project BO

Sweet Dream is a project I am currently working on together with my Myricae team. This project is intended to be delivered to Epics Megagrant. Our goals for this game are: to use unreal engine 4, to create a game with as much scalability as possible. I worked and presented the current idea we are working on. Alice, a young girl is forced to stay in her bedroom due to an illness, during the day she plays in her room and reads books that she dreams of during the night. The game levels are her dreams where she finds herself as an external character, and where she will have to face her nightmares to get out of it. In addition to developing the story of Alice and the story that Alice will face in the various dreams, I work on the tuning of the mechanics we have and the MDA documents. For this project we are currently developing with Agile methodology, we have developed a roadmap divided into 8 months with the delivery of an updated and working build to our leads every 3 weeks.

From August 2021 to February 2022 – Secretary

While studying at AIV I also worked in a sports association called Sfera which offers various sports services. My job as a secretary consisted of interacting with clients, organizing events and advertisements, keeping track of the entries and exits of those events, and informing our clients of the various discounts or promotions they have access to. Interacting with different people every day and different types of people, from the youngest to the elderly this helped me to develop different soft skills such as: time management, good skill communication, problem solving, creativity, adaptability.

My Studies

AIV – Italian Videogames Academy

AIV is an academy specialized in training the figures required in videogame companies. The branch that I have decided to take in AIV is that of the Game Designer. During my studies I followed an educational program developed by highly qualified personnel such as Diego Ricchiuti, director and teacher of the Game Design course with experience in titles of the importance of Dying Light 2 and Ghost Recon. Some parts of my main study program are: Rational Game Design; Player Types; MDA; Agile; Scrum; Behavioral Design; Nudge; Aesthetics.