

CLAUDIO SCUDERI

GAME DESIGNER

 [claudioscudrigd.github.io](https://github.com/claudioscudrigd)

 claudioscuderi.gd@gmail.com

 [linkedin.com/in/cs-gd/](https://www.linkedin.com/in/cs-gd/)

SKILLS

Documentation & Prototyping

Game, System & Level Design

Unity and Unreal Engine

Scrum/Agile Development

Programming Languages
(C#, C++, Unreal Blueprints)

Software: Git, Photoshop, Miro,
Trello

EDUCATION

2023-2025 Falun, Sweden
PlaygroundSquad
Game Design Studies

2019-2022 Padua, Italy
Event Horizon School
Game Design Studies

2017-2019 Catania, Italy
University of Computer Science
General Computer Science Studies

SUMMARY

Passionate Game Designer who excels in designing gameplay features, creating exciting levels, and balancing systems. A positive and eager individual who likes to work in a team and enjoys crafting meaningful experiences to leave a lasting impression on players.

Currently looking for an internship in Game Design!

PROJECTS

Rocket Rider (2024, Unreal Engine 5)

- Managed asset list, organized meetings, and pitched game presentations.
- Designed player attacks, enemy types, and boss using Blueprints and Behaviour Trees.
- Designed a wave manager system for enemies spawning in arenas.
- Implemented a Hack & Slash Style system and a lock-on for targeting enemies.
- Implemented VFX, sounds, and DualSense vibrations using animation notifies and Blueprints.
- Balanced player attacks and enemy stats to reach the optimal game feel.
- Designed and implemented the game UI.

Priestcore (2023, Tengine)

- Led a team of 11 developers, optimizing workflow through scrum meetings and a Trello board.
- Designed the game's core loop with a focus on fast-paced movement.
- Sketched the game's level and implemented it in the engine, adding props, colliders, and triggers.
- Designed three unique enemy types with distinct behaviors and stats.

Sycle (2022, Unreal Engine 4)

- Conducted extensive research on various mythologies to conceptualize and develop unique player skills.
- Designed and balanced the game's progression to ensure an engaging and immersive gaming experience.
- Created multiple levels incorporating a wide range of objectives to provide challenges and enhance gameplay.
- Implemented diverse obstacles to populate the game grid, creating engaging puzzles and enabling different playstyles for the player.

Wonder Wings (2021, Unity)

- Designed and tweaked the player's movement, incorporating a bounce mechanic to add a dynamic and playful element.
- Designed an open space room to ensure a satisfying flying experience, positioned all the enemies throughout the level, and created environmental puzzles to hide power-ups, encouraging exploration and rewarding player's curiosity.
- Implemented a points system to enhance replayability and player competition.
- Made balancing adjustments based on playtest feedback to reach the desired game feel.