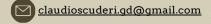
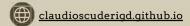


## CONTACT







## **SKILLS**

- · Documentation & Prototyping
- Gameplay, System & Level Design
- Unity & Unreal Engine Development
- Agile Project Management (Scrum)
- Coding & Scripting (C#, C++, Unreal Blueprints)

## **SOFTWARE SKILLS**

- Version Control (Git, Fork)
- Adobe & Google Suite
- Excel, Figma, Miro, Audacity
- Project Management (Jira, Notion, Trello)

# **EDUCATION**

## PlaygroundSquad

Game Design Studies 2023 - 2025 Falun, Sweden

#### **Event Horizon School**

Game Design Studies 2019 - 2022 Padua, Italy

#### **DMI UNICT**

Computer Science Studies 2019-2022 Catania, Italy

# CLAUDIO SCUDERI GAME DESIGNER

# **PROFILE**

I am a game designer with a strong passion for Gameplay and System design.

I excel in prototyping gameplay features via Visual Scripting, and balancing systems.

My curiosity fuel a constant drive to learn new things, helping me grow into a better designer. My goal? To craft experiences that leave a lasting impression on players!

# **PROJECTS**

# Rocket Rider (2024, Unreal Engine 5) - LINK

#### Gameplay Design, System Design & Ul Design

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

## Priestcore (2023, Tengine) - LINK

#### Gameplay Design, System Design & Level Design

- Led a team of eleven 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) - LINK

#### Gameplay Design, System Design & Level Design

- 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) - LINK

#### Gameplay Design, System Design & Level Design

- 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.
- 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 changes based on playtest feedback to reach the desired game feel.