



# CLAUDIO SCUDERI

## GAMEPLAY & TECHNICAL DESIGNER

### WORK EXPERIENCE

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#### Blue Scarab Entertainment (2024 - Ongoing) - [LINK](#)

##### Technical Designer Intern for Equinox: Homecoming

- Designed and implemented Quests using the company in-house tool.
- Created blueprints for interactable assets.
- Created level sequences for in-game cutscenes.
- Worked with Data Layers to optimize performances and loading times.

### PROJECTS

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#### Ultimate Slingshot Wizard (2024, Unreal Engine 5) - [LINK](#)

##### Technical Design, Gameplay Design & System Design

- Designed and implemented players' Combat and Movement.
- Created tools for art team for level dressing.
- Implemented game systems' Replication.

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

##### Technical Design, Gameplay Design, System Design & UI Design

- Designed and implemented player attacks and enemies using Blueprints and Behaviour Trees.
- Designed a wave manager system for enemy spawning in arenas.
- Implemented a Hack & Slash Style system and a lock-on for targeting enemies.
- Balanced player's attacks and enemies' stats to reach the optimal game feel.

#### Priestcore (2023, Tengine) - [LINK](#)

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

- Designed the game's core loop with a focus on fast-paced movement.
- Designed three unique enemy types with distinct behaviours and stats.
- Greyboxed the level and successively added props, colliders and triggers.

#### Sycle (2022, Unreal Engine 4) - [LINK](#)

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

- Researched many mythologies to design player's skills tied to the game theme.
- Created multiple levels incorporating a wide range of objectives to provide various challenges.
- Implemented diverse obstacles to populate the game grid, enabling different playstyles for players.

#### Wonder Wings (2021, Unity) - [LINK](#)

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

- Designed the player's movement to give a dynamic and playful feel.
- 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.

### CONTACT

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 Stockholm, Sweden

### SKILLS

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Unity & Unreal Engine Development

Coding & Scripting  
(C#, C++, Unreal Blueprints)

Documentation & Prototyping

Agile Project Management

### SOFTWARE SKILLS

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Project Management  
(Jira, Notion, Trello)

Version Control  
(Perforce, Git, Fork)

Adobe & Google Suite

Excel, Figma, Miro, Confluence

### EDUCATION

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#### PlaygroundSquad

Game Design Studies  
2023 - 2025 Falun, Sweden

#### Event Horizon School

Game Design Studies  
2019 - 2022 Padua, Italy

#### DMI UNICT

Computer Science Studies  
2017 - 2019 Catania, Italy