Claudio Scuderi

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Game Designer

I am a game designer who loves to invent new mechanics, design levels, and create exciting challenges for the players. I have been surrounded by consoles and games since I was a child, now my main objective is to craft meaningful experiences and to construct games where each player can give his best.

EDUCATION

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

Event Horizon School (2019 – In progress)   **Padua, Italy**
Game Design Studies

SKILLS

- Documentation
- Game Design
- Level Design
- Combat and System Design
- Basic Programming Knowledge (C#, C++)
- Unity and Unreal Development
- Able to Work Remotely
- Fluent in English, Italian

PUBLISHED PROJECTS

Nocturnal (Unity, PC)
- Led a team of 12 developers, planned a pipeline setting both long terms and short terms goals.
- Designed the player's abilities, the camera movement and the game systems.
- Designed the level platforming and its pacing for a challenging 15 minutes experience.
- Reviewed design against user playtest feedback.

Wonder Wings (Unity, PC)
- Worked full remote on the project.
- Designed the player movement, a bounce mechanic and the game combat.
- Positioned all the enemies in the level and created environmental puzzles to hide power-ups.
- Implemented balancing changes after playtest feedback to reach the desired game feel.
- Implemented a points system to create retention.

ONGOING PROJECTS

Sycle (Unreal, PC)
- Researched numerous mythologies to invent the player's skills.
- Designed numerous levels with a diverse set of objectives.
- Created a variety of obstacles to populate the game grid.

Escape Monster (Unreal, PC)
- Designing every aspect of the game.