CLAUDIO SCUDERI

GAME DESIGNER

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SKILLS

Documentation

Game Design

Level Design

Combat and System Design

Unity and Unreal Development

Scrum/Agile Development

Basic Programming (C#, C++)

Adobe Suite

Git

Know how to Google things

EDUCATION

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

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

SUMMARY

Great team player that excel in designing gameplay features, creating exciting levels and balancing systems. Passionate about games since my infancy, now my main objective is to professionally craft meaningful experiences that will leave a mark on the industry and a lasting impression on players.

ONGOING PROJECTS

Sycle (2022, Unreal)

- Researched numerous mythologies to invent the player's skills.
- Planned the game progression.
- Designed several levels with a diverse set of objectives.
- Created a variety of obstacles to populate the game grid.

Escape Monster (2022, Unreal)

- Designing every aspect of the game.
- Designed 3 levels and many environmental elements.
- Created over 5 enemies with unique skills and different behaviours.

PUBLISHED PROJECTS

Do Not (2022, Unity, Global Game Jam)

- Designed various minigames.
- Designed the UI and many catchphrases
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Wonder Wings (2021, Unity)

- Designed the player's 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 playtests feedback to reach the desired game feel.
- Implemented a points system to create replayability.

Nocturnal (2020, Unity)

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