CONTACTS

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in Federico del gaudio

🎮 Portfolio

WHO I AM

I'm a passionate **game design** student focused on **combat design**. I've developed small projects during my studies and aim to keep **growing** by contributing to innovative and creative game development teams.

SOFT SKILLS

- Adaptability
- Creative Thinking
- Problem solving
- Communication

HARD SKILLS & TOOLS

Unreal Engine 4/5   Unity

Visual scripting   C#

Visual Studio, VS Code

LANGUAGES

- Italian (Native)
- English (C1 Professional)

DESIGN SKILLS

- **Mechanics and Gameplay Design**

- **Combat design**
  - Enemy AI, melee/ranged systems, combo mechanics

- **Balancing & Tuning**
  - Cooldowns, damage & difficulty

- **Prototyping** in Engine

- **Detailed Documentation**
  - Weapon, AI, abilities & feedbacks

- **Level design**
  - Combat-space integration

Federico del gaudio

Junior Combat designer & Technical designer

EDUCATION

2024 - Ongoing
Digital Bros Game Academy
Game Design Course:
- Game mechanics **prototyping** (Unity)
- Game Design **fundamentals** & Game Systems
- Balancing
- Quality Assurance

2019-2024
ITTS "O. Belluzzi L. da Vinci"
Diploma - Computer science

WORK EXPERIENCE

2023-2023
School-Work
Adrias Online, Rimini RN
- Role: Front-end Developer

Tasks and Activities:
- Optimizing front-end performance for a better user experience
- Testing multi-device compatibility

PROJECTS

Patch me if you can (Unity FPS Academy Project | Team of 11)

A **fast-paced** first-person shooter where you play as a voodoo tailor hunting your runaway creations.:

- Led combat design: refined shooting mechanics & player feedback
- Balanced weapons/enemy encounters for pacing

Pummel (UE5 Combat Prototype | Solo Project)

A 2.5D action game with **combo-based** melee combat against magical enemies

- Created **combo mechanics** using Blueprints
- Built 2D animations and implemented **state machines** for attacks and AI behaviors

Project A (UE5 Combat Prototype | Solo Project)

A solo prototype focused on complex **combat systems and enemy AI**.

- Developed 4-attack combo system & enemy AI with health systems
- Implemented animations, hit feedback, and state machines