Federico del gaudio

Junior Game Designer

CONTACTS



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PORTFOLIO

https://federico-delgaudio.github.io/FedericoPortfolio.github.io/

WHO I AM

I am a passionate game design student, currently attending an academy, with a strong focus on creating engaging gaming experiences. Through my studies, I've had the opportunity to apply my knowledge by developing small projects, and I'm eager to further expand my skills in the game design field.

SOFT SKILLS

- Teamwork
- Flexibility
- Creative Thinking
- Motivation
- Problem solving
- Communication
- Logical Thinking

HARD SKILLS & TOOLS

Unreal Engine 4/5 Unity C#

Visual scripting HTML, CSS

Microsoft Visual Studio MySOL

Visual Studio Code

Adobe Premiere Pro

LANGUAGES

Italian - Native Speaker English - C1

EDUCATION

2019-2024

High school diploma - Computer science ITTS "O. Belluzzi L. da Vinci" - State Technical Institute for Technology

2024 - 2026 Digital Bros Game Academy Game Design Course

WORK EXPERIENCE

Year 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

DESIGN SKILLS

Mechanics and Gameplay Design

Game Systems Prototyping

Pitching Detailed Documentation

Level Design UX Design QA

OBJECTIVES

My goal is to continuously refine my game design skills and actively contribute to the development of engaging, immersive gaming experiences, collaborating with a dynamic team to push creative boundaries and innovate within the industry.