



CONTACT:

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TECHNICAL SKILLS:

- Ability to write linear and non-linear plots.
- Game development
- Game level creation
- Game storyline
- Ability to work in a team

DIGITAL SKILLS:

- Knowledge of the office package
- Intermediate use of engines:
 - Unreal Engine
 - Unity
- Knowledge of Canva
- Basic knowledge of:
 - Maya 3D (modeling and animation)
 - Adobe Photoshop
 - Adobe Audition

LANGUAGES:

ITALIAN: native speak
 ENGLISH: advance (EF certificate C.2-2)
 FRENCH: beginner

Gianluca Feltrin

Game Designer

PERSONAL BACKGROUND:

I was born in Vercelli on 24 December 1999. I live in Casale Monferrato in the province of Alessandria. I studied in Casale Monferrato up to high school graduation and then completed my studies in Milan, where I graduated in 2021 in New Technologies for Applied Arts. I am sporty, realistic and dynamic. I define myself as diligent and respectful of deliveries.

WORK EXPERIENCE:

April 2018 - May 2018

SURVEY ACTIVITIES

MARCO CIBIN CIBINSTUDIO7

- Urban traffic survey in view of the likely construction of a shopping centre.
- Via Bruna 17, 15033, Casale Monferrato, Italy
- www.cibinstudio7.it

January 2017 - February/2017

STAGE

SERGIO GANORA STUDIO TECNARTE

- Construction
- Via saletta 88, 15033, Casale Monferrato, Italy

May 2016 - June 2016

STAGE

MARCO CIBIN CIBINSTUDIO7

- Construction
- Via Bruna 17, 15033, Casale Monferrato, Italy
- www.cibinstudio7.it

EDUCATION:

October 2018 - September 2021

BACHELOR OF ARTS IN NEW TECHNOLOGIES

- NABA Nuova Accademia di Belle Arti
- New Technologies for Applied Arts - GAME DEVELOPMENT
 (110 cum laude)

September 2013 - July 2018

SURVEYOR DIPLOMA

ENVIRONMENT AND TERRITORY CONSTRUCTION TECHNICIAN

- Istituto Istruzione Superiore Leardi
- Field of study
 - architecture and construction