



# Stefano Palma

## Game designer

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Website: <https://idkwnisu.github.io>

## Work experiences

- ◆ Coder dojo mentor - 2019

## Education

- ◆ Unimi - Informatica percorso progettazione di videogame 2017-2020
- ◆ Unisalento - ingegneria dell'informazione 2013-2016

## Skills

### Game design

- ◆ Core system and level design and balance
- ◆ User experience and game controls design
- ◆ Design of game narrative and storytelling
- ◆ Design of AR and VR experiences
- ◆ Common artificial intelligence patterns for videogames
- ◆ Project and team management

### Programming

- ◆ Great experience with unity(C#) and some experience with UE4(BP/C++)
- ◆ Good programming skills in other languages(C,java,javascript)

### Arts

- ◆ Experience with GIMP, Inkscape, Blender and Substance Designer
- ◆ Shader and shader graph programming
- ◆ Textures and VFX art

### Other skills

- ◆ Familiarity with writing
- ◆ Self motivated and fast learner
- ◆ Mother tongue italian and fluent english



# Projects

## Us one as two - Unity

Game design and programming, VFXs and shaders

Multiplayer cooperative game for two players

The two characters need to protect each other and synchronize their movement and attacks to defeat all game's bosses.

The gameplay is focused on two energies and their interaction, black can only be stopped by black and damaged by white and vice versa

## Lost in aaramit - Unity

Level design, game programming and shaders

Cheerful 3d platform adventure game.

You impersonate Allen a young kid just shipwrecked on an alien planet while he tries to recover all his ship's pieces to go back to his adventures

The game alternates various platform sections with puzzles and other sections such as labyrinths and theme based gameplay moments(each location has its themes and peculiarities)

## Propaganda

Game design

Strategic board game designed for 4 players.

Move from one city to another and use your cards to gain consensus and win the elections. Each player has 30 days and is able to spend them to move, gain or use cards. Each turn the next player is the one with more days left.

Prepare for the public debates to gain even more votes

## Game jams

Game jams I attended to:

GGJ 2018 - GGJ 2019

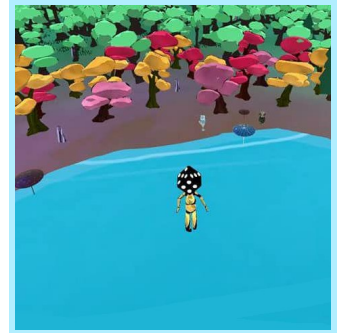
LD - 28, 38, 44

Extra credits Game jam #3

Procjam

Indies vs pewdiepie jam

Screenshot taken from ggj 2019's game dreamlight, a short 2d platform game where the light constantly dimmer and you need to reach the safe point before the house gets completely dark



## Socials and contacts:

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