MICHAEL ORSINI
GAME DESIGNER

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A calm, analytical, systematic, and detail-oriented Game Designer with 2+ years of experience designing and developing engaging games. Accustomed to working in agile multidisciplinary environments combining design, programming, and project management skills to craft player-oriented experiences and get the best out of my work and teammates. I'm eager to bring my expertise in game design and contribute to the next life-memorable experience.

SKILLS

Game Engines

- **Unity - Proficient (2+ years)**
  - **Create games from scratch** (**my games**)
  - **C# scripting**: player movement, resource management, physics interactions, raycasting, state machines, procedural generation, basic AI behavior, Scene management. (see **Nuts&Bolty**)
  - **Engine tools**: Tilemaps, Cinemachine, Animations, Basic Shaders, Materials, Particle Effects.
- **Unreal - Competent (1+ year)**
  - **Create games from scratch** (**my games**)
  - **C++ and Blueprints**: Character Movement, Trigger Logic, Actors, Components. (see **Babel Bubble**)
  - **Materials**: Simple Materials, Landscape Materials, Light Functions.
  - Other engine tools: World Composition, Niagara, Post Processing.
- **Godot - Beginner**
  - Created a simple game from scratch (see **Slime Survivor**)
  - Simple scripts in **GScript.**

Documentation

- Proficient in all forms of **game design documentation**: analysis, pitches, concepts, reports, and GDDs. (see **my documentation**)
- **Confluence**, Office suite, and Google suite.

Team and Soft skills

- **Agile management** ceremonies and best practices.
- Team management software like **Jira**, **Miro**, and **Trello**.
- **Soft skills**: problem-solving, creativity, systematic approach, leadership, conflict resolution, adaptability, orientation to detail, and proactivity.

Languages

- **Italian :** Native Speaker
- **English :** Professional

EDUCATION

BSc Computer Science

La Sapienza   2018 - 2023

- Programming fundamentals: OOP, Databases, Software Engineering
- Game Design basics (Game Design exam)

Game Design Course

DBGA - Online Blended   2023 - 2024

- Design and Game Design fundamentals
- Level Design: theory, white-boxing, mockups
- Narrative Design: theory, worldbuilding, Inky, Twine
- Documentation: all forms of game design documentation
- Agile best practices, industry standards, production cycle

WORK EXPERIENCE

Game Designer | DGBA   2023 - 2024

The Shattered Peak   Jun 2024 - Oct 2024

Narrative survival game developed in **Unreal**.

- **Lead Designer** and Vision Holder:
  - **Lead** a multidisciplinary team of **10 people**.
  - **Maintained vision alignment** through daily stand-ups, sprint planning, and sprint reviews.
  - Responsible for **pitches**, **team presentations,** and **documentation**;
  - Layed down the structure, supervised, and worked with the team to fill in the **GDD** on **Confluence**.
  - Organized various **test rounds** to analyze player experiences;
  - Improved the design through **iteration** based on **player feedback**;
  - **Designed linear game progression** in an open map with the team through narrative, items, and collectibles;
  - **Developed game areas from scratch** in UE using landscape tools and foliage procedural generation tools;
  - Worked on SFX for the game and music for the trailer with Audacity;
  - Created the studio and the game logo with GIMP;
  - **Designed the game menus and a diegetic UI** using menu flows, and UI/UX principles;
- **Project Manager**:
  - Organized **task backlog**, task priority, and workflow using various team management software (**Jira, Trello, Miro**)
  - Kept task management environments clean;
  - Kept communication with stakeholders through **weekly reports**.

FurCity Survival   Mar 2024 - May 2024

Hypercasual management game developed in **Unity**.

- **Lead Designer**:
  - **Lead** a multidisciplinary team of **6 people**;
  - Created the **hexagon-based game map** in **Unity**;
  - Designed SFX for the game and music in Audacity;
  - Designed **menu flow**;
  - Layed down the structure, supervised, and filled in the **GDD** with the team on **Google Docs**.

Nuts & Bolty   Mar 2024 - May 2024

Puzzle platformer developed in solo from scratch in Unity managing all of its parts from Ideation to Vertical Slice.

IT Consultant | Key Partner   2021 - 2022

I worked in a highly Agile environment as a system integration consultant.

HOBBIES AND INTERESTS

- Videogames and tabletop games especially RPGs, strategic games
- Singing and playing the piano
- Hiking and gym
- Plant lovers, I like to make terrariums in glass jars