CONTACT

[E-mail](#)

[LinkedId](#)

ABOUT ME

I am a Game Designer with experience in solo projects, small teams, and AA development. Proficient in Unity and Unreal Engine 5, with programming skills.
I combine creative design with technical knowledge to develop player-driven systems and narrative integration, bridging game design vision with technical implementation.

KNOWLEDGE

Game Engines:
Unreal Engine 5
Unity
Programming Languages:
Java
C#
C++
Python
Tools & Software:
Microsoft Office Suite
Miro
Draw.io
Photoshop
Blender
Git
Clickup
Perforce

LANGUAGES

Italian (Native)
English (B2 Level)

MARGHERITA ORLANDO

Game Designer

WORK EXPERIENCE

QUEST DESIGNER

Nacon Studio Milan – Since 2024

- Working in the Narrative Team for *Terminator: Survivors* open-world FPS game.
  - [Trailer here.](#)
- Implementation of side and main quests using Blueprint in Unreal Engine 5.
- Design of side and main quests using design tools for defining quest flow and elements.
- Creation and management of quest design documentation.
- Development of characters and storylines.

EDUCATION

MASTER'S DEGREE IN COMPUTER SCIENCE, GAME DESIGN

University of Milan, Milan, Italy – 2023

The master's thesis explores the integration of generative text AI in video game development, examining the potential and challenges of implementing AI-driven characters in interactive narratives through a purpose-built game called *"Artificial Proxy Bar"*.

BACHELOR'S DEGREE IN COMPUTER ENGINEERING

University of Calabria, Rende, Italy – 2019

HIGH SCHOOL DIPLOMA IN HUMAN SCIENCES

Benedetto XVI Institute, Crotone, Italy – 2014

SKILLS

- Quest design and implementation.
- Drafting game systems and mechanics.
- Creation of digital and physical prototypes.
- Writing and managing game design documentation.
- Storyline development & narrative structuring.
- Character design.
- Level design.