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## CONTACT

[E-mail](#)

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## 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.