PAOLO CASTAGNETTI

Game Designer

About Me

I have professional experience designing and adapting games across a variety of genres.
From system design to narrative integration, I work to ensure that every element supports a cohesive and meaningful player experience.
My goal as a designer is to recreate the sense of wonder and intensity I grew up experiencing through video games, channeling that into complex mechanics and impactful storytelling.

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in https://www.linkedin.com/in/paolocastagnetti/

📁 paolocastagnetti.github.io

Languages

- English (fluent)
- Italian (native)

Tools

- **Graphs**:
  - Figma/Miro
- **Documentation**:
  - Notion, Confluence
  - G Suite
- **Version Control Softwares**:
  - Git
  - Fork
- **Engines**:
  - Unity
  - Unreal Engine
- **Code**:
  - Visual Studio
  - C#, C/C++, Python, Java

Experience

Software Developer at Elettric80 s.p.a.
APR 2025 - Present

Game Designer at Funny Tales s.r.l.
APR 2024 - APR 2025

- **Murders in Venetia 1.100 A.D.**: an interactive narrative VR game. I've worked on gameplay mechanics from documentation to implementation and handled the entire story, characters, and dialogues.
- **Vrider SBK DLC**: a VR racing game. I've contributed by focusing on track optimization to improve performance and driving experience. I also contribute to track design to enhance player immersion.
- **Zoppel: The Legend of Furiax**: a mobile Shoot 'Em Up game. I've contributed by assisting in the creation of documentation related to gameplay mechanics, level design, narrative design, game economy, and UI/UX design.

Education

Narrative Design Course
Digital Bros Game Academy
NOV 2024 - APR 2025

- Fundamental elements of storytelling
- Character and plot development
- Narrative Writing and Archetypes

Master Computer Game Development
University of Verona
MAR 2023 - MAR 2024

- Videogame programming
- Artificial Intelligence
- Human-Computer Interaction
- Mathematics and Physics

Computer Engineering
University of Modena and Reggio Emilia
SEP 2019 - FEB 2023

- Computer Science
- Algorithms and Data Structures

Extra

- Participated at the Global Game Jam of 2024 and 2025
- Read and studied key texts on game design, including
  - The Art of Game Design by Jesse Schell
- "Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games" course on Udemy