PAOLO CASTAGNETTI

Junior Narrative Designer

About Me

I have professional experience writing and adapting narratives.
My storytelling process starts with worldbuilding, followed by narrative design and gameplay integration. Passionate about worldbuilding and storytelling, my goal is to create experiences that evoke the same emotions I felt growing up with video games.

Location: Italy

+39 3475027467

castagnettipaolo01@gmail.com

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

paolocastagnetti.github.io

Languages

- English (fluent)
- Italian (native)

Tools

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

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 the documentation for gameplay mechanics 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

Digital Bros Game Academy
Narrative Design Course
NOV 2024 - Present

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

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

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

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

- Computer Science
- Algorithms and Data Structures

Extra

- Parteciped at the Global Game Jam of 2024 and 2025
- D&D Master, I like to create immersive world with strong narrative
- I am a reader of fantasy books, from Tolkien to Martin
- "Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games" course on Udemy