RENATO MAZZILLI

PORTFOLIO WEBSITE

https://renmazzilli.wixsite.com/renatomazzilli

SKILLS

- Positive attitude, and the ability to work in highly collaborative team environment
- Ability to learn new tools in a quickly and efficient way.
- Ability to create immersive levels.
- Good knowledge of Unity
- Basic knowledge of C#
- Solid knowledge of version control

EXPERIENCE

SANDSTORM STUDIOS

February 2019 – Present: Level Designer, Project Manager & Game Designer

Responsibilities as Level Designer:

- Create unique, fun and interesting environments for kids in gamification projects.
- Create the layout of the level.
- Create the hub world of games.
- Create level design that supports and encourage exploration on the level.

Responsibilities as Project Manager:

- Lead a team of 4 people to finished projects.
- Set a scrum for different projects.
- Commit to weekly deadlines.

Responsibilities as Game Designer:

- Developed different games ideas for gameplay on gamification projects.
- Create new and fun game experiences to learn specific objectives of a subject through a videogame.
- Developed game's simple story for gamification projects.

DIFFERENT PROJECTS

- 3D Model of School in Barranquilla, Colombia (2 months length)
- 2D Plane of house remodelation

EDUCATION

ATLANTIC UNIVERSITY   **Architecture (Graduated 2018)**

UNITY CERTIFIED DEVELOPER   **2018-2020**