

RENATO MAZZILLI

PORTFOLIO WEBSITE

rokziell.github.io

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

ABO KASHEM MOBILE (PROJECT)

July 2020 – Present: Level Designer.

Responsibilities as Level Designer:

- Use the exclusive Abo Kashem Engine to create unique, fun and interesting environments of the game focused on combat, platforming and exploration.
- Dressing the level.
- Manage my time to deliver the level on the according to deadlines.

SANDSTORM STUDIOS

February 2019 – June 2020: 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.

EDUCATION

Coursera - Introduction to Game Development	2020
Coursera - Principles of Game Design	2020
Coursera - Business of Games and Entrepreneurship	2020
Coursera - Game Development for Modern Platforms	2020
Coursera - Pixel Art for Videogames	2020
Coursera - Low Poly Art For Video Games	2020
Universidad del Atlántico - Architecture	(Graduated 2018)
Unity Certified Developer	2018-2020