



# SIMONE ERBEIA

## GAME DESIGNER

### CONTACT

Via Crespi, 63  
28100 - Novara (NO)  
ITALY  
+39 346 5877602  
simoerby@gmail.com

 [in/simone-erbeia/](https://www.linkedin.com/in/simone-erbeia/)



[Portfolio](#)

### LANGUAGES

 Italian

 English

### DIGITAL SKILLS



## "LISTEN TO MY STORY"

Tidus, FFX

Excited to work in the videogame industry, eager for knowledge, emphatic, creative, and determined in pursuing goals. I'm here to write another page of my story, Let's share a chapter!

## PROFESSIONAL EXPERIENCE

### Phygital Game Designer

Xplored (04/2023 - Current Position)

- Work on [The Bad Karmas Curse of the Zodiac](#)
- Work on [The Bad Karmas Curse of Cthulhu](#)
- Member of the Teburu team on [Vampire the Masquerade: Milan Uprising](#)

### Game Designer

Tiny Bull Studios (09/2022 - 01/2023)

- Work on new TBA leading project

### Game Design Tutor

Event Horizon School (10/2021 - 09/2022)

- Tutor for the first and second years of Game Design laboratory
- Designer Supervisor of first-year game projects

### Technician Programmer

C.L. System (04/2018 - 04/2020)

- Software developer (**Python**)
- Web Developer (**PHP, HTML, SQL, Javascript, JQuery, CSS**)
- Technical assistance to the consulting office
- Customer assistance

## EDUCATION

### Game Dev - Game Design

Event Horizon School (09/2018 - 09/2021)

Milan - MI, Italy

## VOLUNTEERING & HOBBIES

### Audiovisual technician & Live streamer

Fondazione Meeting per l'amicizia fra i popoli (2016-2021)

- Streaming of live events
- Post-processing for Youtube channel for live events
- Post-processing for Youtube channel for on-demand content

### TTRPG Master

Fantasika (2018 - Today)

- Organize and playtest RPG material and one-shots for exhibitions
- RPG Master at monthly live events



# SIMONE ERBEIA

## GAME DESIGNER

### DIGITAL SKILLS



OFFICE SUITE



GOOGLE SUITE



UNREAL ENGINE



UNITY ENGINE



STEAM MOD (LUA)



GIT



JIRA



MACHINATIONS.IO



ILLUSTRATOR



PHOTOSHOP



AUDACITY



CANVA

## PROFESSIONAL PROJECTS

### THE BAD KARMAS SERIES

A cooperative, tactical boss-battle in which up to five players have to fight against each of the Zodiacs. Players control the hero characters and work together to defeat each monster over a narrative-driven campaign.

As a Systemic & Balance designer, I dealt with combat design, balance, arena design, internal QA, testing,

[Curse of the Zodiac](#)

[Curse of Cthulhu](#)



### VAMPIRE THE MASQUERADE MILAN UPRISING

A cooperative narrative boardgame set in the World of Darkness.

As a member of the Teburu team I test the game and exhibited at fairs.

[Project Link](#)





# SIMONE ERBEIA

## GAME DESIGNER

### DIGITAL SKILLS



OFFICE SUITE



GOOGLE SUITE



UNREAL ENGINE



UNITY ENGINE



STEAM MOD (LUA)



GIT



JIRA



MACHINATIONS.IO



ILLUSTRATOR



PHOTOSHOP



AUDACITY



CANVA

## ACCADEMIC PROTOTYPE

### LEGENDS OF RUNETERRA EXPANSION (OCTOBER 2021)

A Steam's mod for simulating the release of a new faction on LOR.

#### THESIS PROJECT

As a Systemic & Balance designer, I dealt with card design and balance. My team created a well-characterized new faction and archetypes with new keywords and updated the mod with regular patch notes.

[Project Link](#)



7 months



2 members



### SKY HUNTER (JULY 2021)

Moby dick in the sky. A 3d narrative game inspired by Sunless sea.

#### DEVELOPED BY UNDERDOGS GAME DEVELOPMENT

As Game designer & tester I worked on ship movement and playtested the game.

[Project Link](#)



5 months



15 members



### CHAINED SOULS (JULY 2020)

A twin-stick action arena where the player controls two characters simultaneously.

#### DEVELOPED BY LEFTOVERS

As Level design & tester I created the arena, the tutorial map and playtested the game.

[Project Link](#)



10 months



13 members

