

"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 <u>Vampire the Masquerade</u>: <u>Milan Uprising</u>

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)

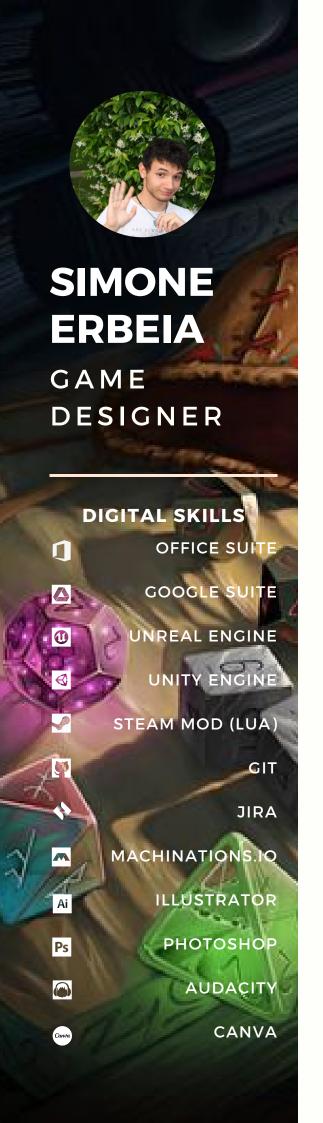
- Streaming of live events
- Post-processing for Youtube channel for live events
- Post-processing for Youtube channel for on-demand content

TTRPG Master

Fantasika (2018 - Today)

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

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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

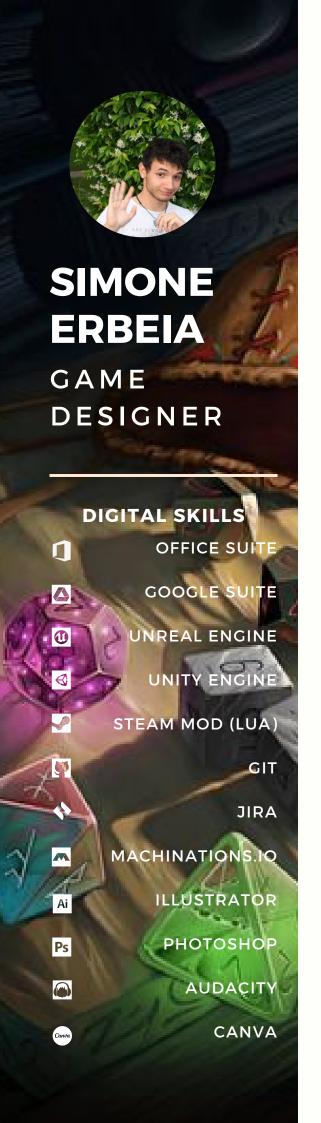
A cooperative narrative boardgame set in the World of Darkness.

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

Project Link







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.



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.



CHAINED SOULS (JULY 2020)

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

DEVELOPED BY LEFTOVERS

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

