

SIMONE CIBRARO NONA

Games, Narratives, Products



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Passion for Play in Projects

I aim to design play and to play with design: game experiences are enriched by user centered thinking and project methodology, and our every day lives could use the ease and instinctive nature derived from play. I seek to shape experiences able to generate culture through play,to structure stories yet to be told.

Hobbies



Hiking



Skateboarding



Photography

Education

Event Horizon
School of Digital Art



game design course
2017-2019

Politecnico
di Torino



product design degree
2018-2021

IT University
of Copenhagen



M.Sc. in games
2021-2023

My educational journey in designing games started at Event Horizon, where working in teams I learned the craft in a environment that sought to simulate a small game production. During that experience I realized I craved for a more in depth knowledge not only in games, but towards designing in general. I attended consequently the bachelor program at the Politecnico di Torino; there I expended my theoretical knowledge of design, as well as in related topics such as physics and material science. Finally I concluded my academic journey in Copenhagen, specializing in design for play and games. At ITU I acquired skills in programming and data driven design, as well as refining my research practice and critical thinking.

Work Experiences



Center for Digital Play (ITU)

assistant researcher & graphic designer

2022

While studying at ITU I joined the Center for Digital Play, assisting in organising events and other activities. I also created the visual image for the department, alongside the new website.



Memorable Games

game & narrative design intern

2021

As part of a three month long internship, I had the chance to create a game prototype and conduct competitor analysis for a commissioned project. The developed prototype was a visual novel with branching narrative.



Monobit Games

game & narrative designer

2020

This project led me to do extensive research and prototyping on educational games and twitch based experiences. It was supported by the 2I3T Incubator. I received a scholarship sponsored by Fondazione Goria to work on it.



Event Horizon Studios

QA & testing

2018

During the course of a month I helped stress, balance test and did bug hunting for the game "Titans: dawn of tribes".

Technical Skills

Game Engines:

good proficiency in Unity, Unreal

Narrative Design:

high proficiency in Ink, YarnSpinner, Twine

2D and Layout:

high proficiency in the adobe suite and autocad

3D Modelling:

good proficiency in Rhino3D, Blender, Fusion3D

Programming and web:

basic proficiency in C#, Javascript, html and css

Other Skills

- Languages: Italian, C2 level English
- Design thinking
- Critical mindset
- Agile working
- Experienced in teamwork