



# Francesco Narciso

## Game Designer

### Personal Data

Date of birth 09 - June - 1996  
Nationality Italian

### Profile

Design and Visual  
Communications graduate  
with experience and passion  
in Game Design

### Skills

Illustrator	● ● ● ● ●
InDesign	● ● ● ● ●
Photoshop	● ● ● ● ●
VEGAS Pro	● ● ● ● ●
HTML	● ● ● ● ●
GameMaker	● ● ● ● ●
Blender	● ● ● ● ●
Unity	● ● ● ● ●
Office Suite	● ● ● ● ●

### Languages

Italian	● ● ● ● ●
English (IELTS certification with a score of 8.0)	● ● ● ● ●



### Contacts

📍 Via Cimabue, 1/b, Torino  
☎ +39 345.065.3774  
✉ francesco.narciso96gmail.com  
🌐 www.taikiji.com

### Education and Training

2008-2010 Shanghai, China	SCIS "Shanghai Community International School" Secondary education diploma
2010-2015 Turin, Italy	International European State School A. Spinelli Scientific High School Diploma, Applied Sciences Participation in L1 English courses Optional courses in Law, Cinema, Combined Science and Music Cambridge Certification IGCSE English - Literature (2013)
2015-2020 Turin, Italy	Polytechnic University of Turin Graduating in Design and Visual Communication Free credit courses: Digital Revolution Inclusive Design Cambridge IELTS certification with a result of 8.0 (2019)

### Work Experience

2015 Turin, Italy	"MOBA Torino" - Stand at "XMAS Comics & Games" Management of the assembly and operation of numerous gaming stations
2017 Turin, Italy	"Natale Bimbi" - CNH Industrial Event Steward in contact with the adult public and with groups of children
2020 Turin, Italy	VIEW Conference Internship, being in charge of marketing, communications and graphics

### Additional Experience Includes

2015	"Taikiji" - YouTube channel Channel with guides for the game "League of Legends" and subsequently video montages
2020	"Repair Rampage" - Video game Video game born during GGJ 2020 with a team of 6 people, holding the role of sole Game Designer

### Additional Information

Good aptitude for managing projects  
and team work.  
Ability to adapt to multicultural  
environments, collaborate /  
communicate with people of divergent  
opinions and workflows.  
Experience in the creation and  
prototyping of video games and  
tabletop games.  
Eager to learn and get involved in  
projects outside my comfort zone.

