



Francesco Narciso

Game Designer

Personal Data

Date of birth 09 - June - 1996
Nationality Italian

Profile

University student close to graduation with a strong passion in Game Design, specifically Video Game Design.

Skills

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

Languages

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



Contacts

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Education and Training

2008-2010 Shanghai, China	SCIS "Shanghai Community International School" Secondary education diploma
2010-2015 Turin, Italy	Scuola Internazionale Europea Statale 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-oggi Turin, Italy	Politecnico di Torino 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

Additional Experience Includes

2011	"KuroShiroJI" - website Creation and management of a website
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.

