

Valeria Passarella

Game Designer

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- LinkedIn Profile
- Portfolio
- Reggio Emilia, Italy

ABOUT ME

Junior game designer with a passion for video games' unique potential for storytelling and player experience. Looking to create memorable worlds through experimentation and a dose of human touch.

SKILLS

- Level design
- UX/UI design
- Narrative design
- Team management
- Unity Engine
- Prototyping in C#

LANGUAGES

- Italian (Native)
- English (C2 - Cambridge CAE)
- Spanish (A1)

EDUCATION

BACHELOR'S DEGREE IN GAME DESIGN

TheSign Academy, Firenze

Nov. 2022 - Nov. 2025

Developed a number of game prototypes, some individually and some as part of a team.

- SpaceDeliveryGuy:** a top-down shooter game developed during the 3rd academic year, with a team of 10 people. Tasks: team leading, mechanic design, level design, UX/UI.
- Guild Rush:** an autochess game developed during the 2nd academic year, with a team of 10 people. Tasks: team leading, system design, map design, UX/UI.
- The Adblocker:** a puzzle-stealth game developed during the 1st academic year, with a team of 15 people. Tasks: system design, level design, UX/UI.

HIGH SCHOOL DIPLOMA

I.I.S. Blaise Pascal, Reggio Emilia

Sept. 2017 - Jun. 2022

Studied graphic design, image and video editing, and HTML using the Adobe suite.

WORK EXPERIENCE

JUNIOR GAME DESIGNER

Video Games Without Borders, Firenze

Jul. 2025 - Sept. 2025

Designed, implemented, and tested quests.

SEASONAL FACTORY WORKER

Mutti, Parma

Jul. 2024 - Sept. 2024

Operated machinery.

GRAPHIC DESIGNER

Matrixmedia s.r.l., Reggio Emilia

Jun. 2021

Designed graphics for the company's intranet.

INTERESTS

- Drawing and creative experimentation
- Biology and ethology
- Dog training
- Nature hiking