

Giuseppe Luigi Alfieri

DATE OF BIRTH:
15/06/1998

CONTACT

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Gender: Male



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ABOUT ME

I am an aspiring Game Designer looking to innovate videogames worlds through new and astonishing gameplay mechanics. I've always been fascinated by the power videogames have in creating fictional worlds that players can interact with. I believe that misuse of that power causes dissonance, a gap, between gameplay elements and story/world. My goal is to tighten as much as possible that gap to maximize immersion and enhance the player experience. My dream is to have the honor of working/directing a videogame that will perfectly embody the communion of gameplay mechanics with the world built around them.

DIGITAL SKILLS

Unreal Engine 4 / C# / Unity / Unreal Engine 4 Blueprints

LANGUAGE SKILLS

MOTHER TONGUE(S): Italian

OTHER LANGUAGE(S):

English

Listening
C2

Reading
C2

Spoken
production
C2

Spoken
interaction
C2

Writing
C2

WORK EXPERIENCE

07/04/2020 – 25/04/2020 – Penryn, United Kingdom

Game Developer

Cineon Immersive training

Created the table of interaction in "Task 2- Content learning area" for the PPE training project.

I was in-charge of producing the functionality for the cross referencing of scenarios. For example when an image is clicked, it will tell the user a certain situation. The user has to dress the mannequin in the correct PPE. My role was to ensure the correct PPE is on and that all the different images have the correct requirements.

PROJECTS

25/10/2018 – 25/04/2019

Videogame: Project Centurion

Game Designer for indie game Project Centurion.

I've worked in a team of 8 people to develop this videogame.

Main contributor to the UX and balance of the game. In particular sound design, wave balance and User Experience.

Heavily involved in the design of the core concept of the game. This includes but is not limited to: enemy design, level design and wave design.

Main contributor on Quality Assurance.

This videogame has won the 1st prize at the show and tell organized by Falmouth University, competing with all the other games from 1st year.

Videogame: Cycle

Game Designer for indie game Cycle.

I've worked in a team of 3 people to develop this videogame.

My roles in the development of the game include:

Main (and only) Game Designer. This includes but is not limited to: Puzzle design, level design and UX Design.

Project Manager of the game: most decisions on the development of the game and the content that was going in was taken by myself.

Main (and only) Game Programmer. Every single element in the game was programmed by myself.
This includes but is not limited to: **Portal Mechanic, Puzzle Programming, Collectibles System, Cutscenes, Animations** (Door sliding, Frog movement etc...), **Sound Programming**.

Main (and only) Sound Designer: Through the use of the premium license from the software Soundly I've chosen, cut and mix different type of sounds to fit within the context of the game.

Main contributor on Quality Assurance.

This videogame has won the 1st position for best game of third year, competing with all the other games from 3rd year.

Also, this videogame was chosen to represent Falmouth University at the G7 Summit that took place in Cornwall 2021.

VOLUNTEERING

01/10/2010 – 01/07/2017

Azione Cattolica Italiana

Saviano

I was responsible for the entertainment of kids in the church i was part of. I invented numerous educative games for kids to keep them entertained and teach them about the importance of being together, mutual respect and team work.

EDUCATION AND TRAINING

01/09/2012 – 20/06/2017 – Via Circumvallazione, 292, Nola , Italy

High school Diploma with scientific focus

I.S.I.S. Albertini Nola

80-100 <https://www.liceoalbertininola.edu.it>

01/09/2018 – CURRENT

BA(Hons) Games Development: Design

Falmouth University

DRIVING LICENCE

Driving Licence:B

HOBBY

My main passion are videogames: I love to spend my free time analyzing every aspect of a videogame. My favorite aspect of videogames are systems and how they intertwine together to create a complex experience. I tend to spend a lot of my free time to dissect every element that composes each system that composes each game I play and always try to come up with ways to improve upon them.

I also love programming in my free time as it gives me the possibility to put to practice any theory I may have about a specific game design topic.

I love reading. In particular, I like reading any kind of book that has any philosophical theme to it.

I also really like to play the guitar anytime I want to relax.

In fede

Giuseppe Luigi Alfani