

HARD SKILLS

- Unreal Engine 4 Engine
- Unreal Engine 4 Blueprints
- Unity Engine
- C#

SOFT SKILLS

- Project Management
- Strong Prototyper
- Strong IT Skills
- Teamplayer
- Time Management
- Problem Solving
- Documentation
- Agile Development

CONTACTS

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LANGUAGES

Native Language(s): Italian
Other Language(s): English C2

PORTFOLIO

<https://varxael.github.io/>

Highlights:

- Soul Driven: Game Developer
- Nickel Ninja: Game Developer/Designer
- Cycle: Game Developer/Designer
- Project Centurion: Game Developer/Designer
- Frutta Brutta: Game Programmer/Developer
- Alien: Game Developer

GITHUB REPOSITORY

<https://github.com/VarXael>

HOBBIES

- Playing and analyzing videogames: I love to spend my free time playing and analyzing anything that composes a videogame.
- Programming: programming is what makes me able to prototype videogames which is something i thoroughly enjoy and do in my free time!
- Reading: I don't read often but when i do i completely immerse myself in the books at my disposal. I usually am very interesting in philosophical themes as well as any lovecraftian work.
- Playing the guitar: Sometimes i like to pick up my guitar and try to learn a song or two. This also reflects my big passion for rhythm games.
- **Avid D&D lover!**

Giuseppe Luigi Alfieri

Technical Game Designer

ABOUT ME

I am an aspiring Game Designer looking to innovate videogames worlds through new and astonishing gameplay mechanics. My dream is to be able to direct a videogame that will perfectly embody the communion of gameplay mechanics with the world built around them.

WORK EXPERIENCE

N DOES IT BETTER STUDIO | JUNE 2022 - PRESENT 2022

Game Developer

- Project Management
- Game Design Document and full documentation of the development of the game
- Game Designer (Mechanics and World Structure)
- World Building
- Level Designer
- Gameplay Programmer (Prototyping and Camera System)

CREATIVITY UNLEASHED | MAY 2021 - OCTOBER 2021

Unreal Engine Tutor

- Creation of a 16 hour course to introduce students to the unreal engine blueprints and common programming structures.

CINEON IMMERSIVE TRAINING | APRIL 2020 | PENRYN, UK

Game Developer

- Created the table of interaction in "Task 2 - Content learning area" for the PPE training project.
- Production of the functionality for the cross referencing of scenarios.

EDUCATION

MASTER DEGREE | NOVEMBER 2021 - ONGOING

First Level Master Degree

University of Verona

- C#
- C++
- Unreal Engine
- Unity Engine
- Geometric/Trigonometric Knowledge
- Game Production
- AI Programming
- Physics Programming
- Mobile Programming
- Sound Programming
- Network Programming

BA(HONS) | SEPTEMBER 2018 - JUNE 2021 | PENRYN, UK

Games Development: Design

Falmouth University.

HIGH SCHOOL DIPLOMA | SEPTEMBER 2012 - JUNE 2017 | NOLA, IT

High school Diploma with scientific focus

I.S.I.S. Albertini Nola