Giulian Minichiello

Game Designer - Gameplay Tools Developer - Creative Systems Designer

Florida, United States

 (954) 998-6205 | giulianminichiello@gmail.com | giminich.github.io/portfolio | linkedin.com/giulianminichiello

Personal Profile

Creative, player-driven game designer with 4+ years of solo development experience building a complete 2D action-platformer as well as level builder in Unreal Engine 5. Strong expertise in player experience, level design, system architecture, and intuitive in-game creation tools. Known for combining mechanical depth with playful aesthetics and building feature-rich tools that empower players. Experienced in UE5, Blueprints, mobile / PC development, and intricate sandbox systems development, with hands-on experience in leading a solo indie game to production and working with 2D pixel environments. Actively involved in ai prompt engineering research and solo dev projects, while consistently achieving positive results in player reviews. Passionate about continuous learning, with a drive to leverage emerging technologies to solve complex challenges.

Work Experience

SlimeClimb - Story-Mode
Florida, US

Lead game designer / developer
Jul 2022 - March 2024

- Designed and built a full 2D platformer from scratch in Unreal Engine 5 using Blueprints, including combat, climbing physics, power-ups, enemy behaviors, and boss fights.
- Developed procedural "story-mode" with randomly arranged handcrafted segments, scaling difficulty, and dynamic day/night system that alters visibility and gameplay strategy.
- Built all assets and content (pixel art, UI, audio, and promotional materials) and handled publishing across Steam, iOS, and Android.
- Designed 100% of UI/UX, ensuring intuitive flow on both mobile and desktop, including HUDs, editor tools, menus, and touch controls with interactive tutorials.
- Implemented narrative delivery through environment, making a unique story with NPCs, and hidden collectibles that reward exploration, enhancing replayability and player engagement.
- Published and maintained the game on iOS, and Android stores, managing all pixel art, music, and promotional content as a solo developer.
- Led all aspects of production: game design, art, marketing, QA, and publishing.
- **Skills:** C++ Blueprints, UX Design, Packaging, Mobile Optimization, Pixel Art

SlimeClimb - Create-Mode
Florida, US

Technical Designer, Systems Designer
Jan 2025 - Present

- Developed modular sandbox level builder systems that allow creators to place, resize, and rotate objects including enemies, traps, bosses, platforms, and environmental hazards.
- Built a visual scripting-like trigger system where players can set up object interactions (e.g., cause explosions, trigger events, or change game rules) without any coding fostering creativity and user agency.
- Engineered a cross-platform save format for custom levels that serializes all object attributes and logic, making levels portable between PC and mobile devices.
- Conducted testing and validation, improving system performance through iterative optimization.
- **Skills:** UE Blueprints, In-Engine Tool Development, UI/UX for Tooling, Sandbox Mechanics Design, Custom Save/Load Systems, Cross-Platform Data Sync

Freelance
Online

Controller Support Integrator
Feb 2025 - Mar 2025

- Responsible for taking keyboard controls and mapping them to controller.
- Built settings UI/UX, ensuring intuitive and player friendly button mapping.
- **Skills:** Button Mapping, UI/UX, UE Blueprints

Jackboys
Online

Freelance Voice Actor
Mar 2024 - Nov 2024

- Completed client scripts, sfx, and unique voice-lines
- **Skills:** Voice acting, Audio Engineering, Audio Mixing, Pro-Tools

Projects

2023	**SlimeClimb - Story-Mode,** 2D pixel-platformer, endless jumper, mobile game built on Unreal Engine 5. It's an action platformer, visually inspired by games like Terraria, and gameplay wise like Leap Day where the goal is to go as high as you can without dying, with boss battles, story building , NPC characters, dialogue, collectables and a good amount of unqiue creatures and obsticals to avoid or use to help climb to the top.	*Project Link*
2025	**SlimeClimb - Create-Mode,** 2D pixel-platformer, level builder, level browser built on Unreal Engine 5. Using all of the sanbox elements from story-mode, I created an entire cross-platform level building system that opens players to create and share their own levels.	*Project Link*

More projects and detailed information available on my [Website](#)

Skills

Programming Languages	C++ Blueprints
Tools & Platforms	Unreal Engine 5, Photoshop, Premiere Pro, Git/GitHub, UMG Widgets, VSCode, FL Studio, Google Docs/Word
Technologies	AI Prompt Engineering, Audio design, iOS SDK, Android SDK, Steamworks SDK, Admob
Hardware & Devices	iOS, Android, Tablets & Phones, PC
Soft Skills	Googling, Teamwork, Problem-solving, Documentation, Adaptability, Research, Working Under Pressure

Favorite Games

-	**Ark Survival Evolved,** Cannot overstate the love I have for this game, I'm in love with games that have systems so deeply thorough and connected which ark does esspecially well. Ark has such a good concept execution of mixing sort of pokemon-like mechanics with survival and combat.	*Survival Game*
-	**Minecraft,** more of a fixation on it's older versions for it's simplicity and the way it adds to community charm The feeling Minecraft gives you is really like no other, it's a genious game and a timeless sandbox experience.	*Sandbox Game*
-	**Terraria,** Intricate game design, timeless artstyle, strong weapon sandbox and it's overall progression is so satisfying and rewarding. Majority of it's ideas are genious in my opinion and is a staple in indie games.	*Sandbox Game*
-	**Halo,** Some of my favorite cinematic moments that games can give you, it's story champaigns and multiplayer in this francise has made me a forever fan since I first played it all of those years back	*Action-Shooter*
-	**BattleCats,** This game in my opinion is one of the most charming and well thoughtout but still simple games with one of my favorite artstyles that I've seen.	*Strategy*

Interests

Research	I excel at efficiently searching and finding information, enhancing my learning and problem-solving abilities.
Basketball	Playing basketball helps me improve strategic thinking and decision-making skills as well as working with others.
Bouldering	Practicing rock-climbing and bouldering keeps me physically fit and teaches discipline and focus.
Music	Music is a art form like no other, I produce music, I live music, it keeps me motivated and emphasises life for me.
Science	You'll always find me knowing about the latest discoveries, I'm a huge nerd when it comes to science in general especially space.

Eduucation

Palmetto Ridge High School

Graduated in 2023.

References available upon request.