

# Guido Meo

PORTFOLIO



www.guidomeo.com



## Junior Game Designer

I'm a game development enthusiast since 2010. I'm working hard trying to make my hobby a **profession**. To do so I'm always curious to confront myself with new **people**, **ideas**, and **tools**.

### Contacts

#### Mail

guido.meo@gmail.com

#### Mobile

+39 3292928314

#### LinkedIn

[/in/guido-meo/](#)

#### Skype

guido.meo

### Education

- 2021 ● Degree in Game Design  
**Digital Bros Game Academy** - Milan, IT
  - > Worked at four game projects, each with different people, practicing **teamwork**, **industry dynamics** and **work to a deadline**
- 2020 ● > Held the position of **Lead Game Designer** in multiple projects
- 2019 ● Bachelor's Degree in Computer Science  
**University of Pisa** - Pisa, IT
  - > Learned mathematical and analytical ways to **solve problems**
- 2015 ● > Acquired computer and **technology knowledge**

### Skills

Problem solving

Documentation

Programming

Creativity

Communication

Gameplay design

UX design

### Work Experiences

- 2019 ● **Internship as Java developer at Net7** - Pisa, IT  
What I learned: **Programming experience**, **Team work**
- 2010 ● **Waiter at Jerry Hotel** - Grottammare AP, IT  
What I learned: **Team work**, **Stress management**

### Tools



Unity  
C#



Google suite



Adobe suite



Blender



Studying...  
Unreal Engine  
C++

### Languages

Italian

Mother tongue

English

Fluent

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