



# MORGANA MORANDI

10/06/1999

Tradate (VA), Italy

+39 3476815158

morganagmorandi@gmail.com

## LANGUAGES

Italian (native)

English (C2)

## TECHNICAL SKILLS

### Software:

- Unity | Unreal Engine 4 | Twine
- Autodesk Maya | Blender
- Git/Github
- Visual Studio | Atom
- Codecks
- Microsoft Office | Google Workspace
- Adobe Photoshop | Adobe Illustrator | Procreate
- DaVinci Resolve | TouchDesigner

### Coding:

- C#
- UE4 Blueprints
- HTML | CSS

## SOFT SKILLS

- Very good at working and communicating in a team
- Very good adaptability and problem solving
- Experience at dealing with clients, open to feedback and criticism

## EDUCATION

### NABA Nuova Accademia di Belle Arti - Milan

Creative Technologies - Game Development  
2019/graduating in 2023

- game design and programming, Unity development, AR, VR, interactive storytelling, user experience, Unreal Engine basics, virtual production
- worked on many projects as part of a team, good knowledge of the game development pipeline in its entirety, from concept to publishing

### Collegio Rotondi - Gorla Minore, Italy

Scientific Lyceum Diploma

### Edmonson County High School - KY, USA

High School Diploma

## RELEVANT EXPERIENCES

### Elfo a 360°: Come Nasce Uno Spettacolo -

#### Teatro dell'Elfo Puccini, Milan

March 2022 - September 2022

- extracurricular student project aimed at creating an **interactive experience for high school students**, in order to let them take part in the preparation of a theater production
- personally worked as **game and UX designer**, as well as **programming the client showcase prototype** for the flow of the level and game mechanics
- acquired experience in **working for a client**, discussing their needs and feedback and finding the best solutions
- assisted senior developers in the production phase

### Participated in Global Game Jams

Mostly worked in design roles but also assisted with programming when needed