



ABOUT ME

Age: 21 years old

Nationality: Italian

Creative Junior Game designer with experience on academic projects built in Unity. I am very passionate about Gameplay and UI/UX design and motivated to join an international team.

SKILLS

- Certified English knowledge (B2 Level)
- Experience in: Unity, Figma, Unreal Engine, GitHub, C, Photoshop, and G Suite.

CONTACTS

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PORTFOLIO

<https://nicolodonvito.github.io/portfolio>

NICOLÒ DONVITO

JUNIOR GAME DESIGNER

EDUCATION

Digital Bros Game Academy

Certificate | September 2021 - August 2022

Professional training course, specialization in Game Design.

- Focus on UI Design, and Game play Design.

IIS Giuseppe Lagrange

Diploma (93/100) | September 2015 - June 2020

Diploma, specialization in **Computer Science**

- Focus on Web Design, databases, and full-stack development.

EMPLOYMENT

Web Designer

Freelance | February 2021 - July 2021

- Creation of showcase websites
- Websites management
- Technical support

PROJECTS



Tome Keeper

Role: Lead Designer

- Supervised the development of the game
- Created and prototyped every User Interface.
- Created the game map.



Monsters Mess

commissioned by **GameLoft**

Role: UI & Gameplay Designer

- Created and prototyped every User Interface.
- Created the in-game skills.
- Created the cube match-3 mechanic.



Astralia

commissioned by **AvantGarden**

Role: UI & Gameplay Designer

- Created and prototyped every User Interface.
- Created innovative gameplay mechanics.
- Curated most of the audio system.