



Contacts



Hastings



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Skills

- Game Design
- Storytelling and Narrative Design
- Level Design (Unity, Unreal Engine)
- Project Management
- 3D Modelling and Animation (Blender, Maya)
- UX/UI Design
- Coding Skills (C#, Python, Html)
- Effective Communication and Interpersonal Skills
- Fluent in English and Italian

Antonino Frazzitta

SUMMARY

Game Developer with an eye for engaging, interactive experiences. A dedicated professional with years of experience implementing various gameplay mechanics for multiple platforms.

Creative design team member experienced in harnessing technical and creative abilities for diverse projects. Collaborates with multidisciplinary teams to complete quality work according to budget and schedule goals.

PROFESSIONAL EXPERIENCE

VR Game Designer

INCISIV Sport

2020 - 2021

- Created 3D graphics and animations with Blender 3D.
- Delivered against client aesthetics, function and design objectives.
- Devised design solutions to meet client brief requests.

EDUCATION

Bachelor of Science BSc (Hons) Game Design

2018 - 2021

Bournemouth University - United Kingdom - First Class Honours

BTEC Level 3 Extended Diploma Information Technology

2016 - 2018

Sussex Coast College Hastings - United Kingdom

Higher National Diploma Naval Architecture and Marine Engineering

2010 - 2014

I.T.N Marino Torre - Italy

HONOURS & AWARDS

Best Poster/ Demo Award ICIDS - Dec 2021

The award was given for the paper "Tale: Defamiliarizing ludonarrative puzzles" presented with the game "Tale" at ICIDS.

TIGA Graduate of the Year: Designer - Sep 2021

The award was given for a video game the project "Tale" made for my bachelor's degree at Bournemouth University. The game was reviewed by the Judges from the TIGA Education Committee.