

Antonino Frazzitta

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SUMMARY

Game Designer with a First Class Honours Bachelor's degree in Game Design, offering expertise in developing innovative gameplay mechanics, engaging narratives, and visually striking environments. Proficient in industry-standard software, including Unity, Unreal Engine, and C#, with a focus on optimizing game performance while maintaining artistic integrity. Seeking a challenging position in the gaming industry to contribute creative talents and technical skills to design immersive gaming experiences.

EDUCATION

Bournemouth University

Bachelor of Science BSc (Hons) Game Design - First Class Honours

Bournemouth, UK

Sept 2018 - July 2021

Relevant Modules: Level Design, Narrative Design, 3D Modelling, Animation, Game Development, UI Design, Texturing, Business Development, Project Management, Game Analytics

Sussex Coast College Hastings

GCSE English

Hastings, UK

June 2017

Sussex Coast College

BTEC Level 3 Extended Diploma Information Technology - D D* D*

Hastings, UK

Sept 2016 - July 2018

I.T.N Marino Torre

Higher National Diploma Naval Architecture and Marine Engineering

Trapani, Italy

Sept 2010 - 2014

WORK EXPERIENCE

INCISIV

Game Developer and 3D Artist

Remote, UK

May 2020 - Current

- Designing VR solutions tailored to the specific needs of clients, ensuring seamless integration into the VR environment.
- Crafting intuitive and visually appealing user interfaces (UI) for 2D and 3D variations within VR worlds.
- Implementing VR experiences using Unity 3D and leveraging the power of C# programming language.
- Curating levels and designing immersive environments that maximise the VR experience.
- Creating high-quality 3D assets to enhance the visual fidelity and realism of VR products.
- Modelling and rigging 3D characters to facilitate seamless game interactions.
- Optimising 3D polygons to maintain optimal performance without compromising visual quality.
- Developing engaging 3D animations to provide tutorial instructions and enhance user understanding.
- Producing highly detailed branded ball textures, adding a level of sophistication and customization to VR experiences.

HONORS AND AWARDS

Best Poster/ Demo Award ICIDS

First Author

Santa Cruz, CA, US

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

Remote, UK

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.

SKILLS

Technical: C#, HTML, Python, Unreal Engine, Unity, Maya, Blender, Photoshop, Illustrator, Premiere Pro

Competencies: Level Design; 3D modelling, Animation, Narrative and storytelling, UV Unwrapping, Lighting, UI/HUD Design

Miscellaneous: Visual Studio, Microsoft Office (Word, PowerPoint, Excel, Visio), Github, Twine

Languages: English, Italian