LORENZO VITALI
GAME DESIGNER

CONTACTS

📞 +39 345 4063669

✉ 02lorenzo.vit@gmail.com

📍 Firenze, Italy

📁 Portfolio

in LinkedIn profile

SKILLS

- Level Design
- Gameplay Design
- Prototyping
- Team Management

Game Engines:

- Unity
- Godot

Programming Languages:

- C#
- GDScript

LANGUAGES

- Italian: native speaker
- English: professional knowledge (C2)

EDUCATION

Bachelor's Degree in Game Design
TheSign Academy, Florence Nov. 2022 - Nov. 2025
Final Grade: 30/30
Worked on an array of team and individual projects.

Cyber Kill Chain 2024-2025
Top-down action game with puzzle elements. Developed during the 3rd academic year, with a team of 15 students. Tasks: level design, gameplay design, technical implementation, team leader.

Train Life 2023-2024
Narrative game. Developed during the 2nd academic year, with a team of 15 students. Tasks: narrative design, gameplay design, music, technical implementation, scripting, team leader.

The Adblocker 2022-2023
Top-down stealth game with puzzle elements. Developed during the 1st academic year, with a team of 15 students. Tasks: level design, gameplay design, technical implementation, team leader.

High School Diploma
Liceo Scientifico Morando Morandi, Modena Sept. 2016 - Jun. 2021
Attended the first semester of the 4th year in Santa Cruz(California).
Main classes: Python and graphic design.

WORK EXPERIENCE

Freelance Graphic Designer
LCF Congress Factory
Designed a presentation for the invitation to tender of the 3rd Triennal IOTA Meeting, on behalf of O.T.O.D.I. - Ortopedici Traumatologi Ospedalieri d'Italia

HOBBIES

Cosplay - Instagram account
Musical Composition
Pixel Art