



# Guglielmo De Gregori

Senior Game Designer

## 📁 Employment History

### Senior Game Designer at Magic Media, Remote

November 2022 — Present

#### Pre-Production: Fateless Project (Autobattle-style game), Mobile (2025 release)

GDD creation - In charge of defining main game systems:

- Combat System
- Character Setup
- Meta/Progression System
- Ability System
- Crafting System
- Questing System
- AI Behaviour/Autoplay System
- Map Flow
- In-game Economy
- In-engine characters and abilities balance tweaking (Unity)

#### Caesarverse MMO Demo, PC

- Balanced Character Classes (UE5)
- Polished the game for demo release, assisting animators and artists

#### Victory League - Games 4 Ukraine Metaverse Event (Client: Improbable), PC

- GDD creation
- Balancing Minigames before the live event
- Design for Online Multiplayer games/Social Interactions
- Prototyping (UE5)
- UI/UX Design (mockups and wireframes)

#### Pre-Production: Project Oikos MMO

GDD creation - In charge of defining main game systems:

- Combat System
- Character Classes
- Itemization/Equipment System
- Ability System
- Meta/Progression System
- Upgrade System
- Questing System
- Traversal System

In-engine Tasks

- Level Blockout (UE5)

Internal assignments:

## Details

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## Links

[Portfolio](#)

[GitHub](#)

[LinkedIn](#)

[Twitter](#)

[Substack](#)

## Skills

Unreal Engine

Unity (C#)

Godot Game Engine

Blender

Microsoft Excel

Adobe Photoshop

Jira

Confluence

Git

Machinations

## Languages

Italian (Native speaker)

English (C2)

French (B1)

- Presentation to prospective clients
- Design work and pitch creation
- Documentation and knowledge base for the Design Department

## Game Designer at Red Koi Box, Brescia (Remote)

July 2021 — October 2022

### Released Projects

- [Grim Horde \(PC\)](#) (Vampire Survivors-style game)

### Tasks:

- Complete Design ownership of Core Mechanics
- Game Loop + Deep Progression System
- Back-to-back game creation with lead programmer
- Character Classes and Level Balance with JSON dictionary (Godot)
- Balance the game's playable classes, enemies, upgrades, levels, and challenges
- Regularly design and balance new content following a Roadmap

### Other projects:

- OLAF: Maze of Intelligence
- Company portfolio games

### R&D

- Serious game pitches for prospective clients
- Prototyping for tactics game (UE 4.26)
- Design work for tactics game, rogue-lite deck-builder titles

## Game Designer at Studio V, Rome

January 2018 — June 2021

Bootstrapped and led the company from inception to 1st launch, providing creative, technical and entrepreneurial support.

### Released Products

- [CodeDna \(PC\)](#)
- [Dark Renaissance \(PC, Console\)](#)

### Consultancy

- Settemondi (PC)
- [Behind the Light \(PC\)](#)
- [Dry Drowning \(PC, Console\)](#)

## Freelance Game Designer

November 2019 — Present

- [Lorne \(PC, Console\)](#)
- [Shuffle Tactics \(PC, Console\)](#)
- [MyJourney for MARIO Framework \(PC\)](#)
- 20+ GDD and Pitch commissions on Upwork/Fiverr

## Education

## **Game Design, Development and MGMT, Link Campus University, Rome**

October 2015 — February 2021

- Bachelor's Degree, magna cum laude (2018)
- Master's Degree, magna cum laude (2021)

## **Big Data Management for Executive, LUISS Business School, Rome**

November 2020 — March 2021

The course provided me with technical proficiency (Python, R) and insights creation strategies for R&D and market research.

## **Illustration and Animation, European Institute of Design, Rome**

October 2010 — May 2012

- Bachelor of Arts (89/100)

## **✎ Extra-curricular activities**

### **Game Design Mentor at Game Dev Camp, Remote**

February 2023

Gave 1-hour presentation about Game Design Workflow.

### **Speaker at GameWave Festival 2022, Tallinn (Remote)**

December 2022

Speaker at (Tallinn) A Fight for Tiny Giants: Survival Guide for Small Indie Studios.

### **Speaker at Devcom - Call for Change, Remote**

February 2022

Designing for an Impact: Lessons learned working in both commercial and educational Game Projects.

### **Speaker at Digital Dragons (2020, 2021), Kraków (Remote)**

October 2020

[De Otio: How an Ancient Roman philosopher can improve your craft as a Game Designer.](#)

[Mockup and Prototyping: quick solutions for effective pre-production.](#)