SIMONE MARZEDDU
JUNIOR GAME DESIGNER

OBJECTIVE

I am a Game Designer trained in industry-focused theory. My goal is to transform the ideas and passion of my team and myself into meaningful experiences for players, capable of surprising, exciting, and educating.

HARD SKILLS

GAME DESIGN:

- **Documentation Production:** *Pitch Docs, GDDs, Analysis (Market, MDA etc) Working Knowledge*
- **UX Design:** *Working Knowledge*
- **UI Design:** *Working Knowledge*
- **Level Design:** *Base Knowledge*

GAME ENGINES:

- **Unity 3D:** *Working Knowledge*
- **Unreal Engine 5:** *Working Knowledge, Familiar with Blueprints*

PROGRAMMING LANGUAGES:

- **C#, C++, Python:** *Working Knowledge*
- **Java, JavaScript:** *Minor Experiences*

SOFT SKILLS

- **Time Management:** *Very Confident*
- **Problem Solving:** *Very Confident*
- **Teamwork:** *Confident*
- **Communication:** *Confident*

LANGUAGES

- **Italian:** Native Speaker
- **English:** Fluent

EDUCATION

GAME DESIGN | 2023-2024 (11 MONTHS) | DIGITAL BROS GAME ACADEMY | MILAN
Game design course conducted by industry professionals who train industry-ready figures.
- Game Design principles, analysis, and documentation.
- Understanding of the full production cycle, from Concept to Launch Level.
- Game Development in a Multidisciplinary Team.

MASTER DEGREE IN COMPUTER SCIENCE (ARTIFICIAL INTELLIGENCE) | 2022-2025 | UNIVERSITÀ DI PISA | PISA
- Artificial Intelligence principles, paradigms, and applications.
- Machine Learning – Working Knowledge.

BACHELOR'S DEGREE IN COMPUTER SCIENCE | 2019-2022 | UNIVERSITÀ DI PISA | PISA
- Thesis title: "*Design and development of an Open-Source Bot in Python for the NetHack videogame*".
- Theoretical and practical programming principles.

PROJECTS

MEMORY LEAK | DBGA – 2023/2024 | TEAM PROJECT | UNREAL ENGINE 5
My Roles and Skills: Practical understanding of the full production cycle, Game Design, Documentation Production (Pitch Document and GDD), Narrative Design.

UFO COWTCHER | DBGA – 2023 | TEAM PROJECT | UNITY 3D
My Roles and Skills: Game Design for Mobile Games, Prototyping, Feedback Report and Analysis, Documentation Production (Pitch Document and GDD).

INPUT TO ACTION | GMTK GAME JAM 2023 | TEAM PROJECT | UNITY 3D
My Roles and Skills: Ideation Processes, Rapid Prototyping, Level Design, Development with tight deadlines, Adherence to a Design Brief.

For more details about my experiences and involvement in these projects, please visit my **portfolio website**.

HOBBIES AND PASSIONS

Passionate about **drawing** since I was a child, I create digital drawings in my spare time using a graphics tablet and graphic editors. **Storytelling** is another great passion of mine. Inventing worlds, characters and stories is my favourite form of escapism.

EMAIL

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PHONE NUMBER

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PERSONAL PORTFOLIO

www.simonemarzeddu.com

LINKEDIN

www.linkedin.com/in/ simonemarzeddu