

SIMONE DI GIORGI

Game Designer - Level Designer

📍 Italy

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Skills and competences

Game Design, Level Design, GDD, Construct 2, RPG Maker, Unity3D, Unreal Engine 4, C#, Visual Studio, Github, Perforce, Trello, Sourcetree, Piskel, Mindmap, Microsoft Excel, Microsoft Powerpoint, Java, SQL

Languages

English

Vocabulary, grammar, and spelling are generally appropriate. Sentences are usually clear and require few corrections. Ability to express ideas effectively in all situations, true or hypothetical. Ability to maintain a high level of oral production at a normal speed.

French

Ability to write isolated words, phrases, simple statements, or questions on very familiar topics to provide basic information. Ability to answer and ask simple questions.

About Me

Since I was very young, I had a predisposition towards game development, my first puzzles were made on sheets of paper or lego blocks. In 2008, I started creating games and levels using the LittleBigPlanet game editor almost every day for 5 years.

Then, In 2013, I won the Tarsier Studios Internship competition making the best LittlebigplanetVita minigame in Europe and had the opportunity to work on commercial content such as the LittleBigPlanet 2 DC Comics DLC. This helped me gain experience in the professional gaming industry, which led me to work on LittleBigPlanet 3 with Sumo Digital shortly after.

I love making video games and am always looking to improve my skills by learning new tools and implementing my expertise in Level Design and Coding.

Professional work experience

2019 - 2019 Technical Designer We Were UV

- UI/UX Design
- Implements UI using Unity 3d

2018 - 2019 Game Designer WePassion, Milan, Italy

- Design of Age of Coin - Empire.
- Implementation of Feature, Balancing, and Tweaks.
- Testing.

2014 - 2014 Audio Assistant - Designer Sumo Digital LTD, Sheffield, United Kingdom

- Used LittleBigPlanet 3 editor to implement audio design and logic throughout the game.
- Used in-game tools to fix both sound and gameplay bugs.
- Used specific audio programs to improve the sound implementation throughout the game (LUFS)
- Implemented all audio requests in a timely manner per director's schedule.

2013 - 2013 Internship - Level Designer Tarsier Studios, Malmö, Sweden

- Performed level design using in-game tools for LittleBigPlanet 2 – DC Comics DLC.

Other work experience

2008 - 2008 Assist Manager Gamestop Italy SRL, Milazzo, Italy

- Sales manager
- Warehouse manager

Academic and Professional Qualifications

2017 - 2018 Game Programmer Digital Bros Game Accademy, Milan, Italy

Game Development in C#, Unity3D and Android

Diploma in Accounting and Bookkeeping Isa Conti Eller Vainicher, Lipari, Italy