

MANFREDO STAGNO D'ALCONTRES

GAME DESIGNER

I'm a Game Designer based in Milan, Italy. Currently I am challenging myself with GameAWeek, for which I have to make a game every week and then release it online. I'm looking for an entry level position as Game/Level Designer. I'm proficient at scripting gameplay both in Unreal and Unity and I have strong mathematical skills. I also enjoy 3D level design as well as designing systems and mechanics.

CONTACT

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[LinkedIn](#)
[Portfolio](#)

EDUCATION

Digital Bros Game Academy
Game Design (2017-2018)

Università Milano-Bicocca
Physics (2013-2016)
Interrupted for personal reasons

INTERESTS

Developing new working skills.
Theory of game design.
Science, psychology, narrative and cinema.
Games
Competitive games, strategy games, RPGs and anything that might offer an interesting case study.

SOFTWARE & PROGRAMMING

- Unity 3D
- Unreal Engine
- Blender
- Pico 8
- C#
- Blueprint
- MSO/Google Docs
- Lua

SKILLS

- Level Design
- Prototyping
- Intermediate Programming
- Gameplay Design
- Narrative Design

LANGUAGES

- **Italian:** Mother tongue
- **English:** Excellent
- **French:** School Level

PROJECTS

Game A Week
Since may 2019

I'm currently making a game on my own every week

Home
Level and Narrative Design

DBGA project, Unity 3d
Story driven 3rd person stealth game

Pocorob
Programming

Global Game Jam 2018, Unity 3D
Platform on the theme "transmission"

Beast Wars
System Design

DBGA project, Unity 3d
Turn based competitive strategy game

Cyberslash
Lead Project

DBGA project, Construct 2
Action platform 2D