

# 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

Mobile: +39 348 100 3365  
E-mail: manfredo@stagno.it  
Address: Via Conca del Naviglio 9 Milano

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

### EDUCATION

**Digital Bros Game Academy**  
Game Design (2017-2018)

**Università Milano-Bicocca**  
Physics (2013-2016)  
Studies interrupted

### 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.

### EXPERIENCE

**Teaching Private Unity Lessons**  
October 2019 - current

### NOTABLE PROJECTS

<b>Game A Week</b> May-July 2019	A set of personal projects completed in the span of a week
<b>Home</b> Level and Narrative Design	DBGA project, Unity 3d Story driven 3rd person stealth game
<b>Beast Wars</b> System Design	DBGA project, Unity 3d Turn based competitive strategy game
<b>Beast Wars</b> System Design	DBGA project, Unity 3d Turn based competitive strategy game

### SKILLS

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

### SOFTWARE & PROGRAMMING

- Unity 3D
- Unreal Engine
- Blender
- Pico 8
- Construct 2
- C#
- Blueprint
- MSO/Google Docs
- Lua