Filippo Gandini

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Senior Game Designer with 8+ years shipping PC/console titles, owning gameplay mechanics, systems, and progression end to end. As sole designer on *Cookie Cutter*, built the complete combat, economy, and progression systems from scratch for a released 2D Metroidvania, balancing difficulty and player engagement through spreadsheets and iterative playtesting. Designs enemy behavior and dynamic encounter systems, mentors junior designers, and works hands-on in both Unity and Unreal Engine. Comfortable translating creative vision into buildable features and collaborating directly with writers, artists, and engineering to keep everything aligned.

Core Competencies

- **Gameplay Systems & Mechanics**: Owns mechanics and systems from concept through implementation, balancing, and release; built *Cookie Cutter*'s combat, economy, and progression systems from scratch as sole designer.
- **Progression, Economy & Player Engagement**: Game economy, progression loops, and upgrade systems tuned via spreadsheets and graphs for pacing, difficulty curves, and player retention.
- **Enemy & Encounter Design**: Owned enemy design and encounters end to end on a released Metroidvania and an unannounced UE5 action title, including a dynamic wave-management system that adjusted encounters to difficulty and player choices.
- **Level & Content Design**: Level blockout and objective design alongside core systems work, across a released 2D Metroidvania and a 3D console title.
- **Cross-Discipline Feature Delivery**: Partners directly with writers, animation, art, and engineering to take features from vision to shipped content; coordinated motion-capture sessions and authored implementation docs the team built from directly.
- **Mentoring & Design Leadership**: Mentors junior designers and led pre-production concept design and prototyping; full end-to-end design authority as sole designer on a shipped title.
- **Engines & Tools**: Unity, Unreal Engine 5, Unreal Engine 4; Visual Scripting (Unreal Blueprint, in progress); Confluence, Miro, Jira, Perforce.

Professional Experience

- **Reply Forge Game Studios** — **Milan, Italy**
  Senior Game Designer — *Jan 2024 - Jan 2026*
  Unannounced sequel to Soulstice, continuing the story in a roguelite direction, PC/console (Unreal Engine 5)
  - Owned enemy design end-to-end (concept through implementation), coordinating with the animation department to prepare and supervise motion-capture sessions
  - Prototyped enemy attack patterns and movement directly in-engine, and designed/prototyped a roguelike-style wave-management system that dynamically adjusted enemy waves based on difficulty and player choices during a run
  - Created UI/UX wireframes and supported artists on UI implementation
  - Owned overall game design, including game economy design and balancing spreadsheets
  - Led pre-production concept design and prototyping

- **Subcult Joint Ltd** — **Brighton, UK (remote, freelance)**
  Principal Game Designer — *2021 - 2023*
  Cookie Cutter – pop-punk 2D hand-drawn Metroidvania, PC/console (Unity)
  - Sole game designer on the project: full ownership of every design decision, working fully remotely
  - Designed and implemented the combat system via an in-engine "Combo System" tool; owned enemies, bosses, hazards, and skill-based progression
  - Built the game economy and upgrade system, with balance tuning via spreadsheets and graphs
  - Ran playtests and tuned the game based on feedback; authored implementation docs and schematics on a shared whiteboard to guide the team
  - Partnered with producer and director on month-by-month production planning

- **Just Funny Games** — **Imola, Italy**
  Game Designer — *2019 - 2021*
  Multiple b2b/b2c titles, PC/console/mobile (Unity), including *SBK Official Mobile Game* and *Lettertopia*
  - Designed and tuned multiple titles simultaneously, authoring GDD documents for each
  - Prototyped concepts directly with b2b partners
  - Level design, level blockout, playtesting, and A/B test preparation

- **Milestone** — **Milan, Italy**
  Game Designer — *2018 - 2019*
  Racing titles including *RIDE 3*, *MotoGP18*, and *MXGP Pro*, PC/console (Unreal Engine 4)

- **Ovosonico** — **Varese, Italy**
  Junior Game Designer — *2017 - 2018*
  Last Day of June, PC/console (Unity)
  - Level design on the final level alongside the Lead Designer; full-game collision redesign using the Pro-Builder tool
  - Game progression implementation, navigation and performance optimization, cross-team collaboration with environment artists, animators, and programmers

Education

- **Digital Bros Game Academy** — **Milan, Italy**
  Game Design Professional Course — *2016 - 2017*

- **Politecnico di Milano** — **Milan, Italy**
  Specializing Master's, Yacht and Vessel Design — *2013 - 2014*

- **Politecnico di Milano** — **Milan, Italy**
  Degree in Product Design — *2008 - 2012*

Languages

- Italian (native), English (fluent – professional working proficiency).

References

- Available upon request.