






Filippo Gandini


Senior Game Designer

Contact Details

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 Monza, 20900, Italy

Skills

Hard Skills:

- Prototyping
- Content Design
- Junior Mentoring
- Combat Design
- Storytelling
- System Design
- Balancing
- UI/UX Design
- Playtesting
- Visual Scripting (attending a course)

Tools and Software:

- Unreal Engine 5
- Unity
- Confluence
- Miro
- Perforce
- Adobe Suite
- Office Suite
- 3D modeling software
- Versioning software

Languages:

- English - Very good
- Italian - Mother Tongue

Education

Digital Bros Game Academy

Game Design professional course
Milano, 2016 - 2017

Politecnico di Milano

Product Design Degree

Summary

Experienced Senior Game Designer with 8+ years of experience designing engaging and immersive player experiences for AA and Indie Games. Proven expertise in player research, combat design, concept design and collaboration with cross functional teams.

Work Experience

Senior Game Designer - Forge Reply, Milano, Italy 01/2023 - Present

Project: Undisclosed third person action 3D game - pc/consoles - (UE5)

- Pre production concept and prototyping
- Responsible of enemies design, concept and implementation, collaborating with animation department to prepare and supervise motion capture sessions
- Create UI/UX wireframes and assisting artists to implement UI
- Overall Game Design and creating game economy and balancing spreadsheets

Principal Game Designer - Subcult Joint Ltd, Brighton, UK 2021 - 2023

Project: Cookie Cutter - Metroidvania - Pc/Consoles - (unity)

- Game concept and prototyping alongside game direction
- Responsible of the overall game design of the whole game
- Designed and supervised implementation of combat system, Game economy, crafting system, enemies and hazards, levels objective, upgrade system, UI/UX,
- Collecting feedback and playtest results and tuning the game according with feedback
- Creating implementation documents and schematics on online whiteboard to guide team feature implementation
- Collaborating with producer and director to draft production plan overall and month by month

Game Designer - Digital Tales, Imola, Italy 2019 - 2021

Project: Multiple projects b2b and b2c - Pc/Console/mobile (unity)

- Game design and tuning of multiple titles
- Game concept and prototyping with b2b partners
- Creation of GDD documents on multiple titles simultaneously
- Level design and level blockout
- Playtesting and A/B test preparation

Previous Experience

Game Designer - Milestone, Milano, Italy 2018 - 2019

Project: Multiple racing projects - Pc/Console (UE4)

Junior Game Designer - Ovosonico, Varese, Italy 2017 - 2018

Project: Last Day of June - Pc/Console (Unity)