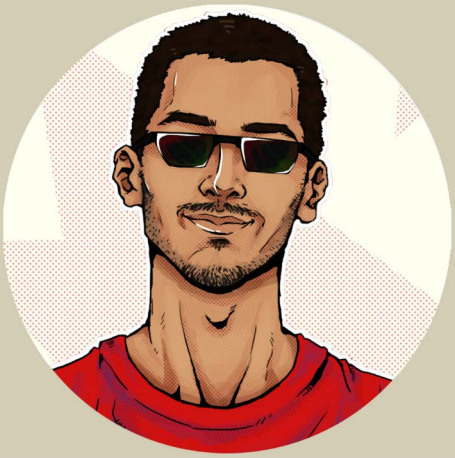

CLAUDIO SCUDERI

GAMEPLAY & TECHNICAL DESIGNER

CONTACT

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SKILLS

- Documentation & Prototyping
- Gameplay, System & Level Design
- Coding & Scripting (C#, C++, Unreal Blueprints)
- Unity & Unreal Engine Development
- Agile Project Management (Scrum)

SOFTWARE SKILLS

- Version Control (Git, Fork)
- Adobe & Google Suite
- Excel, Figma, Miro, Audacity
- Project Management (Jira, Notion, Trello)

EDUCATION

PlaygroundSquad
Game Design Studies
2023 - 2025 Falun, Sweden

Event Horizon School
Game Design Studies
2019 - 2022 Padua, Italy

DMI UNICT
Computer Science Studies
2017 - 2019 Catania, Italy

PROFILE

I am a game designer with a strong passion for Gameplay and System design.
I excel in prototyping gameplay features via Visual Scripting, and balancing systems.
My curiosity fuel a constant drive to learn new things, helping me grow into a better designer. My goal? To craft experiences that leave a lasting impression on players!

PROJECTS

Rocket Rider (2024, Unreal Engine 5) - LINK

Gameplay Design, Technical Design, System Design & UI Design

- Managed asset list, organized meetings, and pitched game presentations.
- Designed player attacks, enemy types, and boss via Blueprints & Behaviour Trees.
- Designed a wave manager system for enemies spawning in arenas.
- Balanced player attacks and enemy stats to reach the optimal game feel.
- Designed and implemented the game UI.
- Implemented a Hack & Slash Style system and a lock-on for targeting enemies.
- Implemented VFX, sounds, and DualSense vibrations using animation notifies.

Priestcore (2023, Tengine) - LINK

Gameplay Design, System Design & Level Design

- Led a team of eleven developers, optimizing workflow through scrum meetings and a Trello board.
- Designed the game's core loop with a focus on fast-paced movement.
- Sketched the game's level and implemented it in the engine, adding props, colliders, and triggers.
- Designed three unique enemy types with distinct behaviors and stats.

Sycle (2022, Unreal Engine 4) - LINK

Gameplay Design, Technical Design, System Design & Level Design

- Conducted extensive research on various mythologies to conceptualize and develop unique player skills.
- Designed and balanced the game's progression to ensure an engaging and immersive gaming experience.
- Created multiple levels incorporating a wide range of objectives to provide challenges and enhance gameplay.
- Implemented diverse obstacles to populate the game grid, creating engaging puzzles and enabling different playstyles for the player.

Wonder Wings (2021, Unity) - LINK

Gameplay Design, System Design & Level Design

- Designed and tweaked the player's movement, incorporating a bounce mechanic to add a dynamic and playful element.
- Designed an open space room to ensure a satisfying flying experience.
- Created environmental puzzles to hide power-ups, encouraging exploration and rewarding player's curiosity.
- Implemented a points system to enhance replayability and player competition.
- Made balancing changes based on playtest feedback to reach the desired game feel.