

CLAUDIO SCUDERI

GAME DESIGNER

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SKILLS

- Documentation & Prototyping
- Game, System & Level Design
- Unity & Unreal Development
- Scrum/Agile Development
- C#, C++, Blueprints
- Adobe Suite, Git, Excel, Miro

EDUCATION

2023-2025 Falun, Sweden

PlaygroundSquad

Game Design Studies

2019-2022 Padua, Italy

Event Horizon School

Game Design Studies

2017-2019 Catania, Italy

University of Catania

General Computer Science Studies

LANGUAGES

- Italian (Native)
- English (Fluent)

PROFILE

Passionate Game Designer that excels in designing gameplay features, creating exciting levels, and balancing systems. A positive and eager individual who is known for being a supportive team member and enjoys crafting meaningful experiences to leave a lasting impression on players. Currently looking for an internship in Game Design!

PUBLISHED PROJECTS

Priestcore (2023, Tengine)

- Led a team of 11 developers as the design and project manager, optimizing workflow through scrum meetings and a trello board.
- Designed the game's core loop with a focus on fast-paced movement, the player's shooting and a wave management system for enemy spawning.
- Sketched the game's level and implemented it in engine, adding props, colliders and triggers.
- Developed three unique enemy types with distinct behaviors and stats to diversify and intensify the fast-paced shooter experience.

Sycle (2022, Unreal)

- 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.
- Designed multiple levels incorporating a wide range of objectives, aimed to provide challenges and enhance gameplay.
- Implemented a diverse array of obstacles to populate the game grid, creating engaging puzzles and enabling different playstyles for the player.

Wonder Wings (2021, Unity)

- Designed and tweaked the player's movement, incorporating a bounce mechanic to add a dynamic and playful element to it.
- Designed an open space room to ensure a satisfying flying experience, positioned all the enemies throughout the level, and created environmental puzzles to hide power-ups, encouraging exploration and rewarding player's curiosity.
- Implemented balancing changes based on valuable playtest feedback to reach the desired game feel and provide an optimal level of challenge and enjoyment for players.
- Designed and implemented a points system to add a layer of replayability, allowing players to strive for higher scores and compete with others.

Nocturnal (2020, Unity)

- Led a team of 12 developers, and planned the game pipeline setting both short and long-term goals to ensure a smooth and efficient development process.
- Designed the player's abilities, the camera movement, and the game systems.
- Designed the level platforming for a challenging 15-minute experience.
- Created a beat chart to observe and carefully control the level's pacing.
- Reviewed and adjusted the game's design based on user playtest feedback.