

General information:

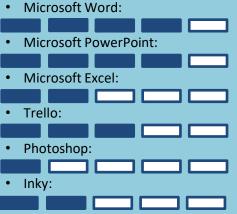
- Born date: 18/01/1997
- Nationality: Italian
- City: Brescia (Italy)

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Linkedin:

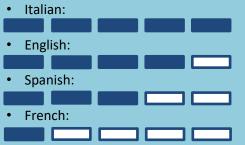
Hard Skills:



Soft Skills:

- Collaboration
- Adaptability
- Communication
- Creativity
- Organization
- Problem-solving

Language skills:



Michele Buonocunto Junior Game Designer

Summary:

- I'm a Junior Game Design who has completed the Game Design Online Blended course at Digital Bros Game Academy, looking to take my first steps into the games industry.
- I'm a cordial and sociable person with good social skills, who enjoys working with talented people to create great games.
- I acquired practical experience in teamwork from developing videogames projects, and during my previous jobs
- I specialized in design documentation as part of the course, as I have a good eye for layout and providing the correct amount of details.

Education:

Game Design Online Blended Course at Digital Bros Game Academy

(April 2022 – March 2023)

Course topics:

- Game Documentation (e.g.: pitch, analysis, GDD, level design documents)
- Prototyping (e.g.: paper prototype and in-engine prototype)
- Game engines (Unity & Unreal Engine)
- Team projects:
 - Hypercasual game project: Goldash (LINK)
 - Contribution to the ideation of the concept and mechanics of the game;
 - Playetesting and fine-tuning of the main mechanics of the game;
 - Ux/Ui design;
 - Documentation writing (GDD and Reports) and game presentation
 - 3d game project: A Lantern in the Dark (LINK)
 - Project managing;
 - Contribution to the ideation of the concept and mechanics of the game;
 - Playetesting and fine-tuning of the combat system of the game;
 - Level design of the different areas of the map;
 - Ux/Ui design
 - Documentation writing (GDD and Reports) and game presentation.

High school degree in "International Relationship for Marketing" (September 2012 – June 2016)

Working experiences:

Employee in the spare part and assistance department of a packaging machines manufacturer

- Period: 02/2019 Still
- Job tasks: customer and supplier relationships, selling of spare parts and assistance contracts, planning technical intervention.

Night logistic operator

- Period: 06/2017 02/2019
- Job tasks: Organization of the goods for pickup, organization of the travels of the truckers in Excel, issuing of the relative delivery documentation.

Hobbies and interests:

- Videogames: Videogames are part of my life since the beginning. I played lots of different games and genres. The common point of most of the games I liked is the presence of a good and emotional story mixed with action and/or shooting (e.g.: The Last of Us, Far Cry saga, Wolfenstein).
- **Cooking and Bartending**: Another passion that I have is related to cooking food and preparing drinks. Especially on social occasions with friends and colleagues
- **Sport**: I love to watch sports events, especially football and Formula car races. I used to play football at the amateur level

I authorize the processing of personal data contained in my curriculum vitae on the basis of art. 13 of Legislative Decree 196/2003 and art. 13 of EU Regulation 2016/679 concerning the protection of individuals with regard to the processing of personal data.