

Michael Orsini

GAME DESIGNER

orsinimichael96@gmail.com | <https://maimichael.github.io/> | Nettuno, RM, Italy

PROFESSIONAL SUMMARY

Creative, analytical, and detail-oriented Game Designer with experience designing engaging game levels and narratives. I shine in creating experiences that heavily focus on players' emotions, thoughts, and experiences **designing levels** and **narrative moments**, **crafting** detailed **design documents**, and iterating on gameplay based on player feedback. Proficient with **game engines**, with a strong grasp of **most scripting languages**. I thrive in **collaborative multidisciplinary environments** where I can work with creative minds to create everlasting memorable experiences.

AREAS OF EXPERTISE

PROFESSIONAL SKILLS Level design | Spatial Design | Layout Planning | Player progression | Pacing | Flow | Encounters | Whiteboxing | Scripting | Event Triggers | Environmental storytelling | Branching storylines | Quest Design | Interactive writing | Worldbuilding | Accessibility | Onboarding design | Systems design | Menu flows | Balancing | Agile methodologies | Team coordination | Design Documentation | Playtest | A/B Testing

TECHNICAL SKILLS Unreal Engine 5 | C++ | Blueprints | GAS | Unity | C# | Godot | GDScript | Ink | Twine | Machination | Blender | Git | GIMP | Adobe Photoshop | Figma | Audacity | Aseprite | Jira | Trello | Miro | Confluence | Google Suite | Office Suite

WORK EXPERIENCE

Game Designer | The Shattered Peak (Jun 2024 - Oct 2024)

Narrative Survival game | Unreal Engine 5

- **Designed gameplay and narrative content within areas** of the game, took complete ownership of the areas, and was responsible for their final quality.
- Made **reviews** for my areas, **gathering feedback** from the team, and working with them to reach the best state.
- Designed **diegetic solutions** for UI and narrative beats.
- **Wrote and updated documentation** and communicated changes to the teams
- Managed roadmap, team backlog, meetings, and presentations as Project Manager and Vision Holder for a 10 people team.

Game Designer | FurCity Survival (Feb 2024 - May 2024)

Hexagon-Based Management Game | Unity

- **Designed a hex-based game map**, balancing **resource management**, **enemies**, and **pacing**.
- Created and balanced the **economy** through extensive **testing** and **player feedback**.
- Contributed to **scripting** the resource system for the prototype with **C#**.
- Managed a 6-person team, ensuring project completion within deadlines.

IT Consultant | KeyPartner (Jan 2021 - Dec 2021)

- Worked in an **Agile environment**, supporting **system integration** projects.
- **Collaborated** with **cross-functional teams**, through data analysis and middleware API development.
- **Documented software solutions**, ensuring efficient knowledge transfer.

EDUCATION

BSc Computer Science | La Sapienza (2018 - 2023)

Game Design Course | DBGA (2023 - 2024)

PERSONAL PROJECTS

Game Designer | Babel Bubble (2025)

2.5D Platform | Unity

- Took ownership of the **creation of the main platform level** of the game, balancing the experience through testing and player feedback.
- **Created narrative and cinematics** to motivate the player and create the setting for the game.
- **Designed the Menus and UI.**
- Fostered communication between members of a newly made team.

Solo Developer | Nuts & Bolty (2024)

2D Puzzle Platform | Unity

- Developed the game solo following industry standards.
- Created **puzzle levels** refining them through **test rounds** and **players' feedback**.
- High focus on the **onboarding and accessibility design** to create a **smooth learning curve**.
- Produced detailed documentation for puzzle design based on my experience.

HOBBIES & INTERESTS

RPG & strategy games | Piano & singing | Hiking & gym | Terrarium crafting | Gunpla | Cooking |
