Michael Orsini

GAME DESIGNER

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PROFESSIONAL SUMMARY

Creative and detail-oriented Game Designer with **2+ years of experience** in designing engaging mechanics, levels, and systems. Proficient in **Unreal Engine, Unity,** and **Godot**, with a strong grasp of **gameplay systems**, **narrative design**, **level design**, and player engagement. Adept at working in **agile**, **multidisciplinary teams**, balancing vision alignment, and iterating based on player feedback and **data-driven insights**. History of effective team management to lead teams to success.

AREAS OF EXPERTISE

PROFESSIONAL SKILLS
Gameplay mechanics | Level design | Systems design | Player progression | Economy | Balancing | Whiteboxing | Scripting | Pacing & flow | Environmental storytelling | NPC Design | Branching storylines | Interactive writing | Worldbuilding | Agile methodologies | Team coordination | Menu flows | Accessibility principles | Onboarding design

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

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WORK EXPERIENCE

Lead Designer & Project Manager | The Shattered Peak (2024)
Narrative Survival game | Unreal Engine
- **Led a 10-person team**, managing vision alignment and improving workflow efficiency.
- **Designed** and **implemented** core **gameplay, progression**, and **open-map systems** in UE5.
- Conducted **5+ playtesting rounds**, refining gameplay based on **data-driven feedback**.

Lead Designer & Project Manager | FurCity Survival (2024)
Hexagon-Based Management Game | Unity
- **Designed strategic progression systems,**
- **Developed a hex-based game map,** balancing **resource management** and challenges**.**
- **Managed a 6-person team,** ensuring project completion within deadlines**.**

IT Consultant | KeyPartner (2021 - 2022)
- Worked in an **Agile environment,** supporting **system integration** projects**.**
- **Collaborated with cross-functional teams,** streamlining workflows**.**
- **Documented software solutions,** ensuring efficient **knowledge transfer.**

EDUCATION

BSc Computer Science | La Sapienza (2018 - 2023)
- Programming: OOP, Databases, Algorithms, Software Engineering
- Game Design: Theory & Development

Game Design Course | DBGA (2023 - 2024)
- Level Design: Whiteboxing, Mockups
- Narrative Design: Worldbuilding, Interactive Writing (Twine, Ink)
- Documentation: GDDs, Analysis Reports

PERSONAL PROJECTS

Game Designer & Project Manager | <u>Babel Bubble</u> (2025)
2.5D Platform | Unity
- **Led an 8-person team**, ensuring smooth development in **5 days**.
- **Designed levels and gameplay**, focusing on **learning curves**.
- **Created cinematics and UI**, enhancing **game aesthetics**.

Solo Developer | <u>Nuts & Bolty</u> (2024)
2D Puzzle Platform | Unity
- Developed the game solo following industry standards.
- Conducted various test rounds to refine gameplay based on players' feedback.
- Produced detailed documentation for puzzle design based on my experience.

HOBBIES & INTERESTS

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