

MICHAEL ORSINI

Game/Narrative Designer

Rome, Italy | +39 3249935183 | orsinimichael96@gmail.com | [Portfolio](#) | [Linkedin](#)

PROFESSIONAL SUMMARY

I'm a Game and Narrative Designer who started in computer science. I've built gameplay systems and brought stories to life in games using UE5, Unity, and Godot. I know my way around scripting, but what gets me excited is figuring out how players actually experience a game, messing with pacing, shaping the story, and making the whole game feel real and interactive. I'm looking for Game or Narrative Design roles where I can team up with people from diverse backgrounds, keep picking up new skills, and help make games that players remember long after they put down the controller.

EXPERIENCE

Narrative Designer - Bastet Paw (2025 - Ongoing)

- Turned story ideas into actual gameplay, ensuring the story emerged through player actions rather than passive exposition.
- Collaborated with designers and writers to balance narrative delivery while making sure the gameplay stayed clear.
- Wrote a TDD detailing moment-to-moment gameplay and technical requirements, allowing programmers to implement features independently.
- Contributed to immersive storytelling through systemic and diegetic design approaches.

Game Designer – Babel Bubble (UE5, Jan 2025)

- Designed and owned the main level, refining difficulty curves, spatial guidance, and onboarding through iterative testing.
- Adjusted level flow and encounter placement based on teammates' feedback, improving clarity and engagement.
- Created narrative sequences and cinematics introducing the game setting while maintaining gameplay flow.

Lead Designer / Project Manager – The Shattered Peak (UE5, May 2024 - Oct 2024)

- Designed and implemented complete gameplay areas, shaping progression, encounter design, and storytelling.
- Ideated and balanced a systemic creature spawning system to keep tension and pacing high through playtesting iterations.
- Designed a diegetic dialogue in-world system to keep players immersed and in control while delivering narrative.
- Led a 10-person multidisciplinary team, managing roadmap, backlog, sprint planning, and milestone presentations.
- Iterated on gameplay systems based on player feedback, improving pacing and onboarding.
- Put together detailed design docs that made it easier for designers and programmers to work together smoothly.

IT Consultant – KeyPartner (Jan 2021 - Dec 2021)

- Contributed to Agile system integration projects within cross-functional teams.
 - Developed middleware APIs to streamline data exchange between systems.
 - Documented technical solutions to support knowledge transfer and reduce onboarding friction.
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SKILLS

Game Design: System Design, Level Design, Narrative Integration, Playtesting, Iteration

Narrative: Storytelling, Quest Design

Engines: Unreal Engine 5, Unity, Godot

Scripting: C#, GDScript, C++, Blueprints

Production: Agile(Scrum), Roadmapping, Backlog Management, Technical Documentation

Tools: Inky, Twine, Confluence, Miro, Notion, Trello, Google Suite, Git, Photoshop, Aseprite, Audacity

EDUCATION

Game Design Course - DBGA (Nov 2023 - Nov 2024)

BSc Computer Science - La Sapienza University (2018 - 2023)