

PROFILE

Hi, I'm Matteo a 29 years old **Game Designer**, with a great love for the discipline and the medium.

With an academic background in **cinema and media studies**, and a smaller one in engineering, I consider myself to be a **transversal** person. Capable of **tackling a problem** from **different standpoints**.

EDUCATION

**Digital Bros. Game Academy** 2020 - 2021

Graduated from the game design course at DBGA in Milan, under the industry veteran Matteo Sciotteri.

**IULM University** 2018 - 2021

Course of "Comunicazione media e pubblicità" (communication, media and advertising) at International University of Languages and Media in Milan.

WORK EXPERIENCE

**Strelka Games** 2022-Present

A small but great and ambitious indie Italian studio, I couldn't ask for a better place to kickstart my career. Here being part of a small studio, with no specialized roles, I had the opportunity to tackle multiple areas of the discipline, from gameplay design, enemy and A.I. design, UI,UX, Economy and more.

• **Game Designer** «Unannounced project»

Worked on a vertical slice for a survival adventure 3D shooter, with platform and RPG elements. Developed in Unreal Engine 5.

• **Game Designer** «Hell Is Others»

Worked on this ambitious PVPVE 2D online multiplayer title. Developed in Unity, the Game is a spin on the extraction shooter genre, with a noir pixel art aesthetic, RPG and management elements, and a great attention to world building. Available for PC on Steam and Epic games store.

ACADEMY

**DBGA & Partners** 2020-2021

During my year at the academy, I had the opportunity to work on multiple projects of increasing size and difficulty. With teams that mirrored a real development studio, we worked for external partners, simulating a realistic development cycle.

- **Lead Designer** «Timed Out»
- **Project Lead** «Steamboat Wheel»

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**Matteo Manca**

GAME DESIGNER

**PORTFOLIO**

EMAIL: [matteomanca13@gmail.com](mailto:matteomanca13@gmail.com)

LINKEDIN: [matteomanca13](https://www.linkedin.com/in/matteomanca13)

- Gameplay Design
- Enemy Design
- A.I. Design
- Narrative Design
- UX Design
- UI Design
- Economy Design
- Documentation
- Testing
- Analysis
- Research
- Video Editing
- Mock-up
- Scriptwriting

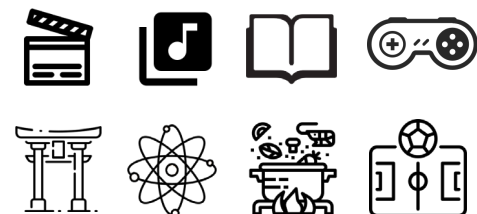
- Unity
- Unreal Engine 5
- Ms Office
- Workspace
- Confluence
- Jira
- Figma
- Git
- Fork
- Final cut pro
- Photoshop
- Miro

ENGLISH

ITALIAN

FRENCH

SPANISH



CONTACTS

SKILLS

TOOLS

LANGUAGES

HOBBIES