

DAVIDE ZANFARDINO

TECHNICAL GAME DESIGNER



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[Portfolio](#)



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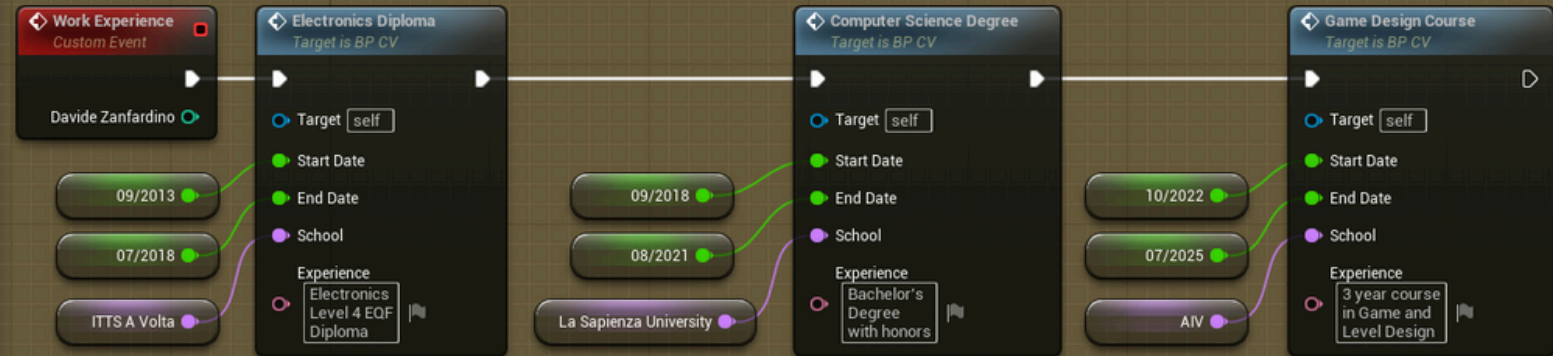


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ABOUT ME

Junior Technical Designer with 5+ years of experience in the IT sector. My strengths are versatility, self-improvement and problem solving. I decided to follow my greatest madness and launch myself into the world of Gaming by combining Game and Level Design with Programming skills.

Timeline of academic experiences



GAME KNOWLEDGE



A.I.V. - 3 Years Game Design Course

Game & Level Design
Game Programming

Academic course lasting 3 years. Creation of levels lasting between 1 and 2 months, projects in collaboration with other development sectors, annual projects including pitch and monthly reviews, weekly tasks for individual subjects. Study of Design Theory and simulation of a work workflow on par with the Industry.



MAIN ENGINE

- Blueprint/C++ Development
- AI (Blackboard, FSM, Tasks)
- Animation Handling
- UI/UX Development
- Code Optimization
- 2D/3D Development



HARD SKILLS



GAMES DEVELOPED

● BEAT OF REBELLION (Isometric Hack 'n Slash Rhythm Game)

11/2023 - 07/2025

Lead Designer

- Team organization and direction. Pitching of the game to potential publishers
- Use of Agile & Scrum business organization software (Jira and Slack)

Game Designer

- Market & User Analysis, Target Audience Definition. Competitor Analysis
- Pacing Analysis, Nudge design, core and feedback loop realization
- Player Mastery analysis and tuning

Technical Developer

- AI Design and Implementation (Anticipation, Combat System, Behavioral Tree & FSM)
- Core Mechanics Development, Beat-Based Systems (Platform, HUD, Rhythm Attacks)
- UI/UX Development (Menu, HUD, In-Game Interactions)
- VFX Development (Juicy addition to the game)

● ARCANITY FLUX

10/2024 - 12/2024

Gravity Platformer | Open Map

Game Designer

- Concept, analysis and Development of the Core Mechanics
- High Vision, Mood definition, use of Brainstorming Framework

Technical Developer

- Concept, analysis and Development of the Core Mechanics
- High Vision, Mood definition, use of Brainstorming Framework
- Dynamic Game menu with cutscenes
- Dynamic gravity switch system

● FISH & KISS (GGJ Winner)

20/01/2024 - 27/01/2024

Fishing | Dating Simulator | Jam Game

Lead Designer

- Pitching the project to the Jam Judges

Game Designer

- Core Mechanics design
- QTE design, Fishing elements implementation

Technical Developer

- Interactive Dialogue Systems
- Animated game menu
- QTE events implementation
- UI/UX and HUD development

● TOMO DRACONIS

12/2022 - 07/2023

Board Game | Push Your Luck
Asymmetric | Competitive
Academic Annual Project

Lead Designer

- Team organization and direction
- Pitching of the game to potential publishers
- Core Mechanics design

Game Designer

- Market & User Analysis, Persona and Target Definition
- Pacing Analysis, Economy and Development cost estimates



SOFT-SKILLS



Adaptability



Communication



Autonomy



Altruism



Respect



Curiosity



TEAM-SKILLS



Leadership



Work Ethic



Research



Brainstorming



Problem Solving



Trust



ADDITIONAL SKILLS

- Modeling
- Rigging (Armature and Weights)
- Animation development
- UV Wrapping and Texturing
- Blockout Models generation
- Sculpting



- Project Management
- Branch Handling
- Workflow Definition



- Project Management
- Task Organization
- Team Velocity Management
- Workflow Definition
- Scrum & Agile Workflow



LANGUAGES



NATIVE LANGUAGE



FLUENT - (C1 LEVEL)

● HEBI & KITSU (Walking Simulator | Puzzle | Snake Experience | Solo Project)

01/2024 - 03/2024

Game & Level Designer

- Layout and Level Design of the 5 game worlds
- Affordance systems for the player
- Design of in-game mechanics and interactions
- Writing of game dialogues
- Insertion of music, VFX and SFX to improve the gaming experience.

Technical Developer

- Snake completely moved by physics, exploiting the behavior of Sphere Colliders connected to each other via Physics Constraints
- Dialogue system with UI used in 3D space
- Stamina system for the snake physic impulses
- Portals that can be opened by obtaining a specific key
- Using 2D and 3D music to give juicy to the game environment
- Underwater and Physic based movement (Physic Components)
- Developing an entire video game by myself
- Solo development pipeline

● FORSAKEN REVENGE (Action RPG | Third Person | Crafting | Exploration)

01/2024 - 03/2024

Game & Level Designer

- Layout and Level Design of a City that can be visited by car
- Development of the city and Level Optimization
- Main Mechanics design and Narrative definition

Technical Developer

- Car Driving System
- Dialogue System with subtitle system coordinated with the audio (Voice Action)
- Melee Action Combat System: design and implementation
- Weapon crafting (Materials Pick Up and collectable)
- Enemies Arena and AI Handling (FSM, Behavior, Equipped Enemies)
- Map System: Area Discovery and player position cursor in real time
- 3D audio handling system

WORKING EXPERIENCE

● FULL STACK DEVELOPER (10/2019 - 11/2020)

Babelscape S.R.L. | Tech Company | Natural Language Processing

- Use of Front-End Framework for the development of interfaces that improve interaction with the produced systems
- Developing components in Angular and React to improve the speed of products purchased by corporate customers
- Use of Python and C++ to develop support functions, Java for the interface with Server systems
- Independent development of the web interface of the Corporate NLP Support System (Paper)

Skills: Developing reactive UI components | Specialization in languages and frameworks

● FULL STACK DEVELOPER (03/2021 - 02/2024)

Algowatt S.p.A. | Tech Company | Geolocation systems for sustainable development |

- Using Back-End Frameworks (Spring - Django) to fully refactor legacy software to improve customer experience and business sales
- Front-end development of the interfaces of the company's best-selling software to improve user feedback

Skills: Teamwork | Pitching | Server Side interface frameworks | Direct communication with customers

FAVORITE VIDEOGAMES



HOBBY & PASSIONS



BASKETBALL



GAMING



BOARD GAMES



FISHING



CARD MAGIC



CYBERSECURITY