



Andrea Miglietta

Game Designer

Work Experience

Milestone s.r.l.

Game Designer

01/09/22-Present

As a Game Designer, I am responsible for the definition and the tuning of mechanics and features of games following the design vision.

Using an Agile methodology, my main tasks are:

- writing and maintaining documentation about games' features;
- tuning the elements of the games in the game engine to provide the desired experience to players;
- designing and managing platform specific features on platform holders' portals.

01/09/21-31/08/22

QA Tester

As a QA Tester, I was responsible for the overall quality of the titles I worked on.

My main tasks were:

- verifying the adherence of implemented features to design documents;

MixedBag Srl

17/09/19-17/01/20

Game Designer and QA Tester

As part of my Master's Degree Thesis, I worked on «Secret Oops!», a multiplayer AR game published exclusively on Apple Arcade.

My main responsibilities were:

- improving levels' readability and adapted difficulty curve to meet target's expectations;
- designing the porting of the game for non-AR devices.

Education

Digital Bros Game Academy

12/10/20-06/08/21

Game Design

During the course I honed my skills as a Game Designer, learning how to design interesting experiences for the targets of different game genres.

I had a leading role in several group projects, developing vertical slices and demos for Pc and mobile. These experiences improved my teamwork and organizing skills.

One-to-one course with Alessandra Mattioni

09/01/21-08/05/21

Empathic communication, Team Management and Leadership

Politecnico di Torino

02/10/17-26/03/20

*Master's Degree in Software Engineering
(Specialized in Cinema and Media)*

Grade: 110/110

The course let me deepen my knowledge of the pipeline of a multimedia product, with a strong focus on:

- Interactive Applications Design;
- Storytelling;
- Video editing and VFX;
- Cognitive Psychology.

University of Plymouth

10/09/18-24/02/19

MRes Digital Art and Technology

Erasmus program in partnership with Politecnico di Torino.

Awards

Italian Video Game Awards 2020

July 2020

Best Innovation for «Secret Oops!»

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andrea-miglietta

Profile

I am a **passionate and eclectic Game Designer**, with a **well-rounded knowledge** of the entire game development pipeline. Successfully graduated from Digital Bros Game Academy, I have taken part in the development of vertical slices and demos as **Lead Game Designer** and **Lead Project**.

Languages

Italian (Mother tongue)

English (C1-CAE)

Skills

Design Documentation

Programming (C#)

3D Modeling

Graphics

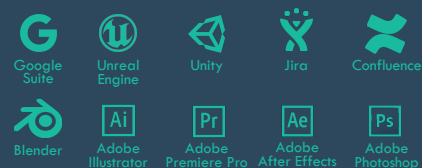
Video Editing

Audio Editing

Methodologies

Agile

Tools



Hobbies

Musician and role player. I can't say no to good entertainment, be it a movie, an album, a book or a comic.