



GIANDOMENICO LOMBARDI

Technical Designer

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- giandomenicolombardi.com
- on request
- on request

ABOUT ME

Technical game and level designer with 5 years of experience. Worked in multidisciplinary teams (4 to 30+ people), and participated in over 25 game jams.

I am a quick learner and fast problem solver, passionate in my work, supportive to my team, and always striving for the perfect product.

ACCOLADES

[GG] '19] 3rd Best Entry @BUAS
Breda University | 2019

[Epic Megajam '18] Best XR Game
Epic Games | 2018

[Epic Megajam '18] Best Y3 Game
Breda University | 2018

SKILLS

- game design
- camera design
- scrum/agile
- visual scripting
- combat design
- pitching
- rapid prototyping
- locomotion design
- system design
- AI design
- 3D modelling
- UI/UX

TOOLS



HOBBIES



Movies & Series
(SciFi, Superheroes, Fantasy, Thriller, Drama)



Gaming
(Single player Action, Platformer, and Puzzle, Couch multiplayer)



Video Creation



Cooking



Game Jams



Cosplay



Tablet Games

EXPERIENCE

Technical Designer

Dream Drop Creations (student company) | Feb. '19 - Jun. '19

Crafting playable prototypes for designs I was provided, to prove the vision of combining ballet aesthetics and combat mechanics for the core game loop of a planned action adventure game, before entering production.

Technical Designer, Product Owner

Banana Pillar Studios (student team) | Sep. '18 - Jan. '19

Producer and team lead on a team of 3 designers working on a 3D platforming game.

I was also responsible for implementation of all game systems, and white boxing some of the levels.

Technical Level Designer

Team Rouge (student team) | Sep. '17 - Jul. '18

Year-long project from pre-production to Steam release. Designing, prototyping and pitching game concepts, combat mechanics, and level mechanics.

Designing and white boxing level chunks for a procedural level system, also encounter design and gameplay passes.

EDUCATION

BSc Creative Media & Game Technologies

Breda University | 2015 - 2019

Diploma di Perito Industriale Capotecnico

ITIS Morosini Ferentino | 2009 - 2014

ADDITIONAL EXPERIENCE

Open Day Volunteer

Breda University | 2015 - 2018

Volunteered for open day events, showcasing my games and giving visitors information on game development and the bachelor.

REFERENCE

Rene Derks
Lecturer | Breda University

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