

Valeria Petruzzelli

Game Designer

+ PERSONAL SUMMARY

I am a passionate Game Designer with over 4 years of experience in Game Design, UI and UX. I have 3D modeling skills, knowledge of several graphic software and base level scripting skills to understand and improve work pipelines (e.g. creating working prototypes for devs and artists to use as reference).

I have a creative flair, good analytical abilities, and I excel in building relationships with colleagues.

☰ PROFESSIONAL SKILLS

Knows software:

Atlassian Suite (Confluence, Jira), Adobe XD, Adobe Photoshop, Adobe Illustrator, Balsamic, Maya, Blender, Substance Painter, Unity, Unreal Engine, Rhinoceros, Autocad, Keyshot.

Known languages:

- Italian: mother-tongue
- English: Bilingual

- IELTS B2 certification obtained in 2016

Personal skills:

Project Management, QA testing, Competitive Analysis.

🏆 NOTABLE ACHIEVEMENTS

Publication on 80 Level (2018)

[The Art of Level Design: Do's and Don'ts](#)

✉ CONTACT INFORMATION

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CAREER HISTORY

Feral Interactive

December 2018 - Present

Game Designer

Tropico (iOS and Android) - DLC Mission pack Designer

- Designed interesting and fun-to-play concepts for missions in collaboration with other designers.
- Used the game editor to prototype the core concept of all designed missions and liaised with the devs to refine and balance them.
- Tested the missions and provided placeholder strings to the writing department.

Total War: Rome Remastered - Project Design Lead

- Analysed Creative Assembly Rome: Total War (2004) and listed all possible improvements to bring the existing design up to modern standards.
- Found solutions to improve gameplay, user experience and accessibility (e.g. including adding colourblind palettes to all menus).
- Used design software (Photoshop, Unity, Adobe XD) to define the overall layout of menus with wireframes and art mockups.
- Used Confluence to write and regularly update Game Design Documents, organising content into sections and sub-sections to ease reading and understanding for other departments.
- Design liaison for artists, developers, and copywriters departments on reported bugs and improvements.

Alien: Isolation (Switch port) - UI/UX Designer

- Adapted User Interface from the 2014 AAA game Alien: Isolation to work on docked and undocked Nintendo Switch.
- Found solutions to improve user experience and converted controls to work on both controller and touch screen.
- Designed additional menus such as Language Selection.
- Used design software (Photoshop, Unity, Adobe XD) to define the overall layout of menus with wireframes and art mockups.
- Used Confluence to write and regularly update Game Design Documents, organising content into sections and sub-sections to ease reading and understanding for other departments.
- Provided support to artists, developers, and copywriters departments.

GamerCamp Studios

September 2016 - September 2017

UI/UX Designer

Boss Fighter (Android) and Xtreme Robot Destruction (PlayStation 4)

- Conducted competitive analysis and researched possible menu styles.
- Worked closely with designers, artists and developers to create innovative game designs for multiple platforms.
- Kept Game Design Documents up to date and used design software to define the overall layout of menus with wireframes and mockups.



EDUCATIONAL HISTORY

Level Design for Games with Emilia Schatz

2018

CG Master Academy

MSc in Videogame Production and Enterprise

2016-2017

*Birmingham City University, Birmingham, B5 5JU.
United Kingdom*

BA in Product Design

2012-2015

*Politecnico di Bari (Italy), Bari 70126.
Italy*