

Antonino Frazzitta

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SUMMARY

Game Designer with a first-class honours bachelor's degree in game design, offering expertise in developing innovative gameplay mechanics, engaging narratives, and visually striking environments. Proficient in industry-standard software, including Unity, Unreal Engine, and C#, with a focus on optimizing game performance while maintaining artistic integrity. Seeking a challenging position in the gaming industry to contribute creative talents and technical skills to design immersive gaming experiences.

EDUCATION

Bournemouth University **Bournemouth, UK**
Bachelor of Science BSc (Hons) Game Design - First Class Honours **Sept 2018 - July 2021**

Relevant Modules: Level Design, Narrative Design, 3D Modelling, Animation, Game Development, UI Design, Texturing, Business Development, Project Management, Game Analytics

Sussex Coast College Hastings **Hastings, UK**
GCSE English **June 2017**

Sussex Coast College **Hastings, UK**
BTEC Level 3 Extended Diploma Information Technology - D D* D* **Sept 2016 - July 2018**

I.T.N Marino Torre **Trapani, Italy**
Higher National Diploma Naval Architecture and Marine Engineering **Sept 2010 - 2014**

WORK EXPERIENCE

MEGAMOD **Remote, European Union**
Junior Level Designer **August 2023 - Current**

- Developed innovative game concepts and mechanics for the MEGAMOD platform.
- Collaborated effectively within a creative team for game development.
- Managed work while delivering quality contributions and engaging professionally through communication platforms.

INCISIV **Remote, UK**
Game Developer and 3D Artist **May 2020 - February 2023**

- Designing VR solutions tailored to the specific needs of clients, ensuring seamless integration into the VR environment.
- Crafting intuitive and visually appealing user interfaces (UI) for 2D and 3D variations within VR worlds.
- Implementing VR experiences using Unity 3D and leveraging the power of C# programming language.
- Curating levels and designing immersive environments that maximise the VR experience.
- Creating high-quality 3D assets to enhance the visual fidelity and realism of VR products.
- Modelling and rigging 3D characters to facilitate seamless game interactions.
- Optimising 3D polygons to maintain optimal performance without compromising visual quality.
- Developing engaging 3D animations to provide tutorial instructions and enhance user understanding.
- Producing highly detailed branded ball textures, adding a level of sophistication and customization to VR experiences.

HONORS AND AWARDS

Best Poster/ Demo Award ICIDS **Santa Cruz, CA, US**
First Author **Dec 2021**

The award was given for the paper "Tale: Defamiliarizing ludonarrative puzzles" presented with the game "Tale" at ICIDS.

TIGA Graduate of the Year: Designer **Remote, UK**
Sep 2021

The award was given for a video game the project "Tale" made for my bachelor's degree at Bournemouth University. The game was reviewed by the Judges from the TIGA Education Committee.

SKILLS

Technical: C#, HTML, CSS, Python, Unreal Engine, Unity, Maya, Blender, Photoshop, Illustrator, Premiere Pro
Competencies: Level Design; 3D modelling, Animation, Narrative and storytelling, UV Unwrapping, Lighting, UI/HUD Design
Miscellaneous: Visual Studio, Microsoft Office (Word, PowerPoint, Excel, Visio), Github, Twine
Languages: English, Italian