Massimiliano Voccia

Game Designer

CONTACT ME

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🌐 Massimiliano Voccia

WEBSITE
PRESS THE LOGO UP HERE

LANGUAGES

- Italian – native language
- English – advanced (C1)

PROGRAMS USED

- Word
- Powerpoint
- Photoshop
- Unity
- UnrealEngine 4/5
- InDesign
- Procreate
- Maya
- Zbrush
- Keyshot

LIFE OBJECTIVE

Become an excellent Creative Director in a major company and a creator of innovative and groundbreaking visual and interactive contents.

WORK EXPERIENCE

Lead Game Designer   2024-present

Escape4Change | Torino

- Creative direction of the projects and **management of the design team**
- **Creation of games** for the b2b and European grant area
- Ability to work on **multiple projects**, very different in nature, in a short period of time
- Direct **communication with clients**

Game Designer   2022-2024

One-O-One Games | Roma

- Management of videogame **design documentation**
- Creation of **engaging and innovating mechanics** to fulfil the role of game designer
- Strong soft **communication skills**
- Strong skill to perform a **critical analysis** about game projects and their structure, their mechanics and their goals
- **Pitching skills** to offer a complete overview about new game mechanics or entire new projects
- **Creative problem solving**

Videogame Art Director   2023

Popo Studio | Roma

- Creation of stylized 2D assets
- General supervision of the **artistic direction** of the project
- **Decision-making skills** regarding the overall aspect of the project

Game Design consultant   2022-2023

Zagarolo Game House | Zagarolo

- Consultancy regarding the start-up and the development of emerging videogame projects
- **Game design consultancy**

Business consultant and Game Design teacher   2019-2020

iMasterArt | Torino

- Strong knowledge of Game Design and all the documentation behind it
- Excellent **communication skills**
- Oversight on videogame projects
- Analysis skills to identify potentiality and problems in a project

SKILLS

- Game Design and Level Design
- Pitching skills
- Practical level building
- Creation and maintenance of documentation
- Strong cooperative skills and great verbal and written communication skills
- Game development and prototyping
- Basic programming skills
- 3D modelling, sculpting and animation skills
- Digital drawing and painting skills
- Excellent in problem-solving

EXTRA DETAILS

- Collaboration with Lifelites for the development of a game dedicated to children affected by motion disabilities
- Winner of the iMasterart scholarship (2020) after a character design contest
- Member of Mensa Italia - "The High IQ Society"
- Attendee of many professional conferences, masterclasses and events (View Conference, Vertex 2020, Future Games Summit, Intel Buzz Workshop, Game development and Defold training at King)
- Attendee of public events as a representative of the firm
- Delivery of projects for important companies such as Slow Food International, Sole24Ore and INFN
- Strongly motivated, energic and enthusiastic personality

EDUCATION

Certification in Level Design for Games   2023

CG Master Academy | via Web

- Study of all theoretical aspects of level design
- Creation of multiple levels, delivered on a weekly basis

Master in Advanced Digital Art   2018-2020

iMasterart | Torino

- Study, creation and development of 2D and 3D digital material (concept art, character design, level design, 3D sculpting, prop design, illustration)

First Class Honours Degree in Game Design and Development   2015-2018

London South Bank University | London

- Specialized in game and level design
- Maximum marks in history of videogames
- Designer and developer of a final game project recognized as one of the best level design examples of all time in the university course
- Designer and developer of dozens of very different game projects with multiple developing roles. Developed entire game projects alone, making every practical aspect of them and worked inside different groups as essential member of a team on specific tasks
- Modules based on every practical aspect of digital content development (concept art, 3D modelling, animation, game and level design, programming, sound design, creative writing)
- Also worked as producer and creative director in different group projects, demonstrating leadership skills, communication skills and a clear vision of the game development