



# Laura DeCarli

## Junior Game Designer

Digital Portfolio & Résumé: [lauradecarli.com](http://lauradecarli.com)

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I'm an aspiring junior game designer currently based in Switzerland, interested in videogames both as a creative profession and as a subject of academic study. I'm currently looking for a junior level position as game designer and working on a new indie game with a small interdisciplinary team as a side project.



## EDUCATION

- ❖ **Game Design (Certificate), Digital Bros Academy Online Blended, Milan (Italy), 2022 - 2023**  
*Game design methodologies, analysis, documentation, basics of Unity, Unreal and Inky, and development in a team*
- ❖ **Communication, Media and Advertising (Bachelor's Degree), IULM University, Milan (Italy), 2018 - 2022**  
*History, theory and production practices of different kinds of media and multimedia*
- ❖ **Economy and Law (High School Degree), Cantonal Lyceum Lugano 1, Lugano (Switzerland), 2014 - 2018**  
*Economics theories and methodologies, Swiss and international law*



## HARD SKILLS

### Professional junior level:

- ❖ **Game design documentation**  
*pitches, GDDs, walkthrough docs, playtesting docs, fine-tuning docs*
- ❖ **Prototyping**  
*on paper, in Unity, and learning to do it in Unreal*
- ❖ **Gameplay design**  
*mobile, single mechanic, action*
- ❖ **Level design**  
*from concept to implementation*
- ❖ **Game analysis for development**  
*of mechanics, of levels, of systems, of the player's experience, competitive analysis and market analysis*
- ❖ **Simple economy design**
- ❖ **UI design**
- ❖ **Worldbuilding**
- ❖ **Playtesting & fine-tuning**

### Methods learned:

- ❖ **Divergent ideation**
- ❖ **Convergent ideation**
- ❖ **Iterative game design**
- ❖ **Agile workflow**

### Academic bachelor's level:

- ❖ **Research, analysis and writing**
- ❖ **Game analysis for game studies**



## HOBBIES

- ❖ **Gaming (mostly RPGs, turn-based strategy, puzzles, adventure, platforming and management)**



## PROJECTS

- ❖ **Pumpkin!** for the 1 Minute Game Jam, Remote team project  
**Skills applied:** *Game Design · Gameplay Design · Level Design · Playtesting · Fine-Tuning · Documentation*
- ❖ **Goldash** for DBCA Game Design course, Remote team project  
**Skills applied:** *Game Design · Gameplay Design · Mobile Game · Economy Design · Playtesting · Fine-Tuning · Documentation · Pixel Art Sprites · Project Management*
- ❖ **The Player as Co-Narrator: a case study of This War of Mine**, Solo bachelor's thesis  
**Skills applied:** *Game Analysis · Academic Research · Academic Analysis · Academic Writing*

📁 Check out my **Portfolio** for more info!



## SOFT SKILLS

### Skills used in team projects:

- ❖ **Creative thinking**
- ❖ **Inquisitiveness**
- ❖ **Problem solving**
- ❖ **Organisation**
- ❖ **Time management**
- ❖ **Teamwork**
- ❖ **Communication**
- ❖ **Listening skills**
- ❖ **Self-control**



## LANGUAGES

	A1	A2	B1	B2	C1	C2
❖ <b>Italian</b>						
❖ <b>English</b>						
❖ <b>French</b>						
❖ <b>German</b>						

- ❖ **Tabletop Roleplaying Games as a GM**
- ❖ **Reading and writing speculative fiction**