



Laura DeCarli

Game Designer

Digital Portfolio & Résumé: lauradecarli.com

Email: lauradecarli.public@gmail.com

LinkedIn: [linkedin.com/in/laura-d-a323a5242](https://www.linkedin.com/in/laura-d-a323a5242)

I am a Swiss-Italian game designer with experience in game design and production. I am currently working as a gameplay & level designer and project manager to polish my thesis project (ITU's MSc in Games) with an interdisciplinary team. I am seeking entry-job opportunities in game design, QA, game production, and user experience design.



EDUCATION

- ❖ **Games - Design Track (Master's Degree), IT University of Copenhagen, Copenhagen (DK), 2023 - ongoing**
Project management and game development in a team, both theoretical and practical study game design, games, players, games culture and production, game development in Unity
- ❖ **Game Design (Certificate), Digital Bros Academy Online Blended, Milan (IT), 2022 - 2023**
Project management and game development in a team, practical study of game design methodologies and documentation, basics of game development in Unity, Unreal and Inky.
- ❖ **Communication, Media and Advertising (Bachelor's Degree), IULM University, Milan (IT), 2018 - 2022**
History, theory and production practices of different kinds of media and multimedia



HARD SKILLS

- ❖ **Game design documentation** - pitches, GDDs, game design boards, game design wikis, one-pagers, walkthrough docs
- ❖ **Gameplay design** - platforming, puzzle, mobile, single mechanic, action, cardgames, boardgames
- ❖ **Level design** - from concept to implementation, for 2D and 3D, for platformers, action games and turn-based strategy games
- ❖ **User experience documentation** - playtesting protocols, interviews, playtesting reports
- ❖ **Quality Assurance** - bug reports, QA reports, fine-tuning docs
- ❖ **Game production methodologies** - divergent ideation, convergent ideation, iterative game design, agile workflow
- ❖ **Game analysis for development** - of mechanics, of levels, of systems, of the player's experience, competitive analysis and market analysis
- ❖ **Prototyping** - on paper, in Unity, and learning to do it in Unreal
- ❖ **UI design** - mock-ups, flow diagrams
- ❖ **Worldbuilding** - worldbuilding research, ideation and documentation
- ❖ **Academic research, analysis and writing** - about games, players, gaming cultures and games production



HOBBIES

- ❖ **Gaming** (RPGs, turn-based strategy, puzzles, adventure, platforming and management)
- ❖ **Tabletop Roleplaying Games** as a GM
- ❖ **Reading and writing speculative fiction**



PROJECTS

- ❖ **Blulb's Escape** for ITU's MSc in Games (Design Track), In-Person team project
Skills applied: Game Design Lead · Gameplay Design · Level Design · QA · Playtesting · Fine-Tuning · Documentation
- ❖ **Pumpkin!** for the 1 Minute Game Jam, Remote team project
Skills applied: Game Design Lead · Gameplay Design · Level Design · QA · Playtesting · Fine-Tuning · Documentation
- ❖ **Goldash** for DBCA Game Design course, Remote team project
Skills applied: Project Management · Game Design Lead · Gameplay Design · Mobile Game · Economy Design · QA · Playtesting · Fine-Tuning · Documentation · Pixel Art Sprites

📁 Check out my [Portfolio](#) for more info!



SOFT SKILLS

Skills used in team projects:

- ❖ Creative thinking
- ❖ Problem solving
- ❖ Organisation
- ❖ Time management
- ❖ Teamwork
- ❖ Communication
- ❖ Active listening
- ❖ Conflict resolution



LANGUAGES

	A1	A2	B1	B2	C1	C2	Native
❖ Italian							
❖ English							
❖ French							
❖ German							