FRANCESCO LUZZI

LEVEL DESIGNER

PROFILE

I'm a Level Designer, trained in **Level Design** and **Game Design** by industry professionals. I am passionate about **creating player-centric experiences**.
My approach as a designer is to embrace the game's vision and work with the team towards achieving the highest quality of work possible.

CONTACT

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HARD SKILLS

- **Level Drafts:** Very Confident
- **Blockouts:** Very Confident
- **Prototypes:** Very Confident
- **Narrative Design:** Confident
- **Documentation Writing:** Confident

GAME ENGINES

- **Unity:** Very Confident
- **Unreal Engine:** Very Confident

PROGRAMMING LANGUAGES

- **C#:** Very Confident
- **Unreal Blueprint:** Confident
- **Java:** Confident
- **Python:** Moderate

SOFTWARE

- **Aseprite:** Very Confident
- **Git:** Confident
- **Milanote:** Very Confident
- **Jira:** Confident
- **Krita:** Moderate

SOFT SKILLS

- **Critical Thinking:** Very Confident
- **Analytical Skills:** Very Confident
- **Problem Solving:** Very Confident
- **Teamwork:** Very Confident

LANGUAGES

- **Italian:** Native Speaker
- **English:** Fluent

PROJECTS

Uncharted-Like Level | Level Designer | *Solo Project*

- Third Person Action Adventure Level based on Uncharted franchise
- Different gameplay styles, from Action, to Stealth and Exploration
- Focus on Cinematics and Scripted phases

Cyberpunk 2077-like Non-Linear Level | Level Designer | *Group Project*

- First Person Action-RPG level based on CD Projekt Red's Cyberpunk 2077
- Non-Linear Level created for multiple approaches and gameplay styles
- Creation of a quest for an Open World context

Trauma | Level and Game Designer | *Group Project*

- First Person Survival Horror Game
- Designed and managed the entire game level, focus on progress and pacing of the game
- Designed the main mechanics and the rules of the game

Star Wars Outlaws - Personal Blockout Model | Level Designer | *Solo Project*

- Designed the entire main building shown in the first Star Wars Outlaws trailer (June '23)
- Managed the pacing of the level and its exploration and improved level design aspects, including UX and asset repositioning

Kiwi's Island | Game and Level Designer, Game Programmer | *Solo Project*

- 2D Platformer Prototype with special focus on the level design and character's movement
- Focus on the creation of the levels thanks to blockouts easy to implement and to iterate
- Creation of assets in Pixel Art, inspired to classic 16-bit games

EDUCATION

Level Design Course | CG Master Academy, USA | Jan - Apr 2024
Course led by a Senior Level Designer who train industry-ready figures

- Creation of 8 Projects in 10 weeks in Unreal Engine 5
- Planning, Blockout Model, Visual Language, Composition
- Fast Prototyping, Open World Composition, Story Mission Pitching

Game Design Course | Digital Bros Game Academy, Italy | Mar 2023 - Feb 2024
Course led by industry professionals who train industry-ready figures

- Creation of two main projects in Unreal Engine 5 and Unity
- Game Design principles, analysis, and documentation.
- Understanding of the full production cycle, from Concept to Launch Level.
- Game Development in a Multidisciplinary Team

Narrative Design Course | Job Formazione, Italy | Apr - Jul 2022

- Pixar Storytelling formula, 3 Acts Story, Film Script
- World Building, Character Design, Storytelling, Trailer Assembly

Master's Degree in Automation Engineering | UniCal, Italy | 2016-2019

- Practical and Theoretical knowledge in Control Theory and Systems Theory
- Final Thesis on decompression algorithms for the simulation of scuba diving in VR, realized with Unity.

Bachelor's Degree in Computer Engineering | UniCal, Italy | 2013-2016

- Practical and Theoretical knowledge in programming
- Advanced knowledge in Algorithms, Software Engineering, Object Oriented Programming

WORK EXPERIENCES

System Engineer | Capgemini Engineering | 2020-2022

- Modeling and Management of a Logical/Hardware Architecture (PREEVision)
- Anaysis and writing of Component Technical Specifications (Jira, MS Office)
- Coaching Course for System Engineers within the company

ABOUT ME

With a deep-rooted passion for NBA and Formula 1, I've always been drawn to dynamic and competitive environments. I also love pixel art and retro gaming.

My top game choices include Shenmue, Mass Effect 3, and Donkey Kong Country 3 and my favorite movies are Blade Runner, Wall-E, and Manchester by the Sea.