

MATTEO FERRARA

GAME AND LEVEL DESIGNER

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I am a game designer with a passion for experimental and meaningful interactions. I love visual media, and I am particularly fascinated by the great potential of games as entertainment, culture and art form.

EDUCATION

NHTV University **B.S.C. IN GAME DESIGN AND PRODUCTION (CUM LAUDE)**
Breda, NL
2012 – 2016
International Game Architecture and Design

VIA University **SEMESTER COURSE IN CLASSICAL DRAWING**
Viborg, DK
2011
The Animation Workshop

BigRock **MASTER IN COMPUTER GRAPHICS**
Treviso, IT
2010
Autodesk Authorized Training Centre

Liceo F. Severi **HIGH SCHOOL DIPLOMA**
Salerno, IT
2009
Scientific Lyceum

EXPERIENCE

PortaPlay **GAME AND LEVEL DESIGNER**
Copenhagen, DK
2015 – 2016 (8 months)
Tales from the Void – An atmospheric real time tactics game inspired by early 20th century sci-fi adventure stories.

Personal **GAME DEVELOPER**
Student project
2015
SKELO – A first person puzzle experiment with replication mechanics, started as a Global Game Jam 2015 project in a team of two.

Flaming Hat **GAME AND LEVEL DESIGNER**
Breda, NL
2014
Minion March – A puzzle-platformer for tablets and computers. *Nominated for the Dutch Game Awards 2014 in the Best Student Game Design and Best Student Technical Achievement categories.*

Team Tonev **GAME DESIGNER, VISUAL ARTIST**
Breda, NL
2013
RU-PAM – A game with experimental controls and unusual interactions. *Won the first prize at the Global Game Jam Breda 2013. Showcased at Gamescom 2013. Showcased at the Experimental Games Workshop, GDC 2014 in San Francisco.*

Players Magazine **GRAPHIC DESIGNER, CONTRIBUTOR**
2010 – 2013
Players – A digital magazine aimed at discussing entertainment with an independent and mature attitude.

COMPETENCIES

Design: Concept, System, Level, UX, Narrative, Prototyping
Game Engines: Unity, UDK, Unreal Engine 4
Visual Arts: Maya, Photoshop, After Effects
Basic Programming: HTML, CSS, JS, C#, Visual Scripting
Others: Office, Mantis Bug Tracker, QuarkXPress

INTERESTS

I love discovering and playing weird, innovative and emotionally powerful games. I am deeply interested in finding new ways to tell stories and stimulate emotions through the power of interaction. I enjoy drawing, playing the bass, running and taking long walks into nature. I have a soft spot for the Mediterranean Sea.