

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 International Game Architecture and Design
2012 – 2016

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

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

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

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.