

# MATTEO FERRARA

## GAME AND LEVEL DESIGNER

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I am a game and level designer with a passion for 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  
2012

**BigRock** SEMESTER COURSE IN COMPUTER GRAPHICS  
Treviso, IT Autodesk Authorized Training Centre  
2011

**Liceo F. Severi** HIGH SCHOOL DIPLOMA  
Salerno, IT Scientific Lyceum  
2010

### EXPERIENCE

**Ubisoft** LEVEL AND MISSION DESIGNER  
Sofia, BG *The Division 2* – Working on content in collaboration with Ubisoft Massive.  
2018 – Present

**Ubisoft** MISSION DESIGNER  
Sofia, BG *Assassin's Creed: Origins* – I worked on several missions, from conception and preproduction to final release.  
2017 – 2018

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

**Personal Projects** GAME DEVELOPER  
2012 – Present  
I like to work on different projects during my free time, including personal work, collaborations, game jams and prototypes. Some are available along with student projects on my portfolio website – [matteoferrara.co](http://matteoferrara.co)

**Players Magazine** GRAPHIC DESIGNER, CONTRIBUTOR  
2010 – 2013  
*Players* – A digital magazine aimed at discussing entertainment with an independent and mature attitude – [playersmagazine.it](http://playersmagazine.it)

### COMPETENCIES

**Design:** Concept, System, Level, UX, Narrative, Prototyping

**Game Engines:** Unity, UDK, UE4, Anvil, Snowdrop

**Visual Arts:** Maya, Photoshop, After Effects

**Basic Programming:** HTML, CSS, JS, C#, Visual Scripting

**Others:** Office, Jira, 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 watching films, running and taking long walks into nature.

I have a soft spot for the Mediterranean Sea.