

// PLAYER_CARD · LOADED

SIMONE IACOVELLA

JUNIOR GAME DESIGNER

Junior Game Designer with a strong interest in Level Design and hands-on experience in academic projects developed with Unreal Engine and Unity. Curious, proactive and comfortable working in team-based environments, I enjoy designing gameplay spaces, documenting ideas clearly and iterating through feedback. I am looking for an opportunity to grow in the gaming industry and contribute to real productions.

 simoneiacovella.com

 hello@simoneiacovella.com

 Genova (GE), Italia

WORK EXPERIENCE

Chicchi d'Autore

SUPERVISOR · BARMAN

2023 – 2026

Team Coordination

Stress Management

MoGi Group

REMOTE GAME TESTER

Q1 – Q3 2023

QA Testing – St. Louis Project

HOI Food & Drink

RESTAURANT MANAGER

2021 – 2022

Staff Management

Operations

Wahaca Restaurant

BARTENDER · LONDON STRATFORD

2020 – 2021

F&B Service

SKILLS & TOOLS

// ENGINES

Unreal Engine 5.7

Unity

// DESIGN & DOC

Figma

G Suite

// VERSIONING

GitHub

Fork

EXPERIENCE

Until Eye Leave

PC Game · Puzzle-Adventure

UE5

Designer

Lead Level Designer

DBGA Project

EX.IT

PC / Mobile · Puzzle

UE5

Designer

Level Designer

Technical Artist

DBGA Project

Mashmorra's Dungeon

Mobile · Hypercasual

Unity

UI Designer

Gameplay Designer

Technical Artist

DBGA Project

EDUCATION

2023 – 2025

Digital Bros Game Academy

Game Design

2021 – 2022

Istituto Volta

Diploma Game Design

2012 – 2017

I.P.S.I.A Mazzini Da Vinci

Diploma Scuola Superiore

LANGUAGES

Italiano

NATIVE

English

FLUENT

I hereby authorize the processing of my personal data in accordance with Regulation (EU) 2016/679 (GDPR) and Legislative Decree 196/2003 as amended.