Daniele Moretti

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EDUCATION

Bachelor of Design (Games) with Distinction

03/2021 -- 11/2023

Royal Melbourne Institute of Technology

PROFESSIONAL SUMMARY

Graduate game designer proficient in industry-standard software including Unity, Maya, Blender, and Adobe Creative Suite. Demonstrates comprehensive expertise in creating environments, compelling characters, and intricate gameplay mechanics. Experienced in managing projects using tools such as Trello, Notion, and GitHub to ensure efficient workflow and team collaboration.

Passionate about games, knowledgeable in various genres, trends, and player preferences, and committed to staying updated with industry developments. Excellent communication skills facilitate collaboration with teams, effective idea articulation, feedback, and presentations to stakeholders and players. Proven ability to foster a collaborative and productive environment for successful creative visions.

A robust portfolio from academic and extracurricular projects showcases proficiency in game prototypes, level designs, and UI elements. University work deepened understanding of game mechanics, narrative development, and user experience, while extracurricular projects provided real-world experience.

SOFTWARES

Engines	3D Modeling	2D Design	Audio/Video
• Unity 3D • Godot • Unreal Engine	• Maya • Blender	• Illustrator • Aseprite • Photoshop	• FMOD • Premier Pro • Davinci Resolve

PROGRAMMING LANGUAGES

• C#	• JavaScript	• Python	• GDScript

PROJECTS OVERVIEW

Evil and the wizard tower (Team project)   *08/2023 — 12/2023*
Project available here: https://thornsquiggles.itch.io/light-game-prototype

- In a university team project, I took on the roles of lead programmer,

gameplay and UI designer, and audio designer.

- As the lead programmer, I was responsible for architecting the game's core systems and ensuring smooth integration of all components. I wrote efficient and scalable code, collaborated closely with other team members, and facilitated code reviews to maintain high standards.
- In my capacity as a gameplay and UI designer, I focused on creating engaging and intuitive gameplay mechanics, designing user interfaces that enhance player experience, and ensuring seamless interaction between the player and the game. I conducted playtesting sessions to gather feedback and iteratively refined the gameplay and UI elements based on user input.
- As the audio designer, using FMOD and Audacity I created sound effects and selected music that complemented the game's theme and enhanced overall player engagement. I managed the audio pipeline, from sound design to implementation, ensuring synchronization with gameplay and maintaining audio quality.

INFINITE WORLD   *04/2023*
Project available here: https://lunarstudio.itch.io/infinite-world

- I developed a procedural generation system as a personal project, designed to enhance video game environments. This system dynamically creates varied and complex game worlds, ensuring each playthrough offers a unique experience. Using algorithms to generate terrain, structures, and in-game elements, I aimed to provide a diverse and immersive gameplay experience.
- The project involved extensive programming and problem-solving to ensure the procedural elements seamlessly integrated with the game's mechanics and aesthetics. I utilized C# to build this system in unity. This project not only refined my technical skills but also deepened my understanding of procedural content generation and its application in game design.

3D PROJECTS

- Throughout my university studies and personal projects, I have extensively used Blender 3D and Maya 3D for creating 3D animations and game assets, refining my proficiency in both.
- In university, I designed and animated 3D models for various game environments and characters using these tools. These projects involved 3D modeling, rigging, texturing, and animation, producing assets that seamlessly integrated into game engines, enhancing visual appeal and performance. Collaborating with multidisciplinary teams, I developed a strong grasp of both the technical and artistic aspects of 3D asset creation.
- My experience with Blender 3D and Maya 3D, both academically and personally, has equipped me with a comprehensive skill set in 3D

animation and game asset creation, enabling me to contribute effectively to any game development team.

WORK EXPERIENCE

WAREHOUSE OPERATOR
Aldi
08/2023 – CURRENT

- Adapted to fast pacing work.
- Managed workload to respect deadlines and expectations.
- Working collaboratively with team members and participating in the daily meeting.

WAREHOUSE TEAM MEMBER
The Good Guys
09/2020 – 08/2023

- Customer Service with high-level communication .
- Adapting to Solving customer and stock issues daily.
- Working and adapting in a high stress environment.

CABINET MAKER
Paradise Kitchen
2017-2020

- Learning and applying new knowledge from seniors daily.
- Communicating and interacting with clients.
- Adapting to specific working paces to respect deadlines.

LANGUAGES

English
Italian