Vittorio Bellinello
Game Designer

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Education

BA Game Design & Production
Breda University of Applied Sciences | 2022 - 2026

Team Projects

Pizzapocalypse - Design Lead and Game Designer
2024 | Student project | Team of 18 | 12 Weeks | UE5 | Steam
- Maintaining consistent design ideas in all aspects of the project.
- Concepting, implementing, and iterating the player's move-set, controls, and camera.
- Playtesting, iterating, and fine-tuning character metrics
- Collaborating closely with our animator and implementations in Unreal's Animation Blueprint.
- QA testing and numerous bug fixes.

SMASH BALLS - Game Designer
2023 | Student project | Team of 14 | 8 Weeks | UE5 | Itch.io
- Ensuring the mechanics and systems support the game's intended player experience.
- Concepting, documenting, and implementing the level mechanics and underlying game systems like rounds and points tracking.
- Ensuring art assets are visually clear and support gameplay.
- QA testing and numerous bug fixes.

Solo Projects

CHUNS
2023 | Student project | 8 Weeks | UE5 | Itch.io
- Designing the initial game concept, and prototyping various mechanics and systems.
- Implementing and balancing various game systems such as ammo, health, and customizable enemy AI with grid-based, chess-like pathfinding.
- Developing highly modular and customizable weapon systems.
- Playtesting, iterating, and QA on all aspects of the game.

SOFTWARE
Unreal Engine 5
Unity
Blender
FL Studio
Jira
Perforce
Photoshop
Microsoft Office
Microsoft Teams
Miro

GAME DEVELOPMENT
UE5 Blueprints
Source Control
Scrum
Basic 3D Modelling
Basic 3D/2D Animation

GAME DESIGN
Systems Design
Playtesting and Quick Iteration
Design Documents
Researching

ACHIEVEMENTS
Nomination Best Student Game:
Dutch Game Awards 2024

INTERESTS
Video Games
Mountain Biking
Movies
Racing

LANGUAGES
English: Fluent
Portuguese: Native
Spanish: Basic