

Vittorio Bellinello

Game Designer

vitubaa@gmail.com | [linkedin.com/in/vittoriobellinello](https://www.linkedin.com/in/vittoriobellinello) | vittoriobellinello.com

Education

BS Game Design & Production

Breda University of Applied Sciences | 2022 - 2026

Team Projects at BUAS

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
Unity
Blender
Jira
Perforce
Photoshop

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
3Cs

ACHIEVEMENTS

Nomination Best Student Game:
Dutch Game Awards 2024

INTERESTS

Music
Mountain Biking
Movies
Racing

LANGUAGES

English: Fluent
Portuguese: Native
Spanish: Basic