



Ciao! I'm Alessandro Chivoloni

Game Designer | Game Producer

With **5 years of experience** in the video games industry, I have honed my skills in various aspects of game development, including game design, UI/UX design and production. Currently, I am working for a mobile games company and I follow several independent projects as **freelance** Game Designer and Producer.

My focus is on creating games that are not just entertaining, but meaningful and immersive. I bring a **comprehensive understanding** of game mechanics, player behavior and game balance to every project, allowing me to develop games that are both fun and challenging across a variety of platforms and genres.

About Me

Nationality:

Italian

Birthday:

17 June 1995

Interests:

Virtual Photography,
Video Game Critique,
Drawing (ig: @kiwininess),
Art, Food and Cats.

Languages

Italian | Native Speaker
English | C1 Advanced 2
French | B1 Intermediate

Softwares

- Confluence
- Jira | Trello
- Microsoft Office 365
- Google Workspace
- Unity | Unreal
- Firebase | TestFlight
- Figma
- Adobe XD
- Adobe Photoshop
- Adobe Illustrator
- Autocad 2D
- Rhinoceros 3D
- Blender

Skills

- Game Design
- Product Design
- Art Direction
- Management
- Planning
- Level Design
- Data Analysis
- UI/UX Design
- Narrative & Writing

Values

- Empathy
- Creativity
- Innovation
- Punctuality
- Work Ethic

Contacts

Work Experiences



Game Designer

Owlmighty Games | Freelance

September 2022 - Present | (7 months)
Tel Aviv, Israel



Game Designer

Afterhours Games | Freelance

September 2021 - August 2022 | (1 year)
Tel Aviv, Israel



Game Producer

Yellow TV Games | Freelance

September 2021 - February 2022 | (6 months)
Bologna, Emilia-Romagna, Italy



Game Dev & Project Manager

Yellow TV Games | Freelance

May 2020 - September 2021 | (1 year 5 months)
Milan, Lombardy, Italy



Game Designer

QUADRIVIUM Game SRL | Freelance

March 2021 - September 2021 | (7 months)
Rome, Latium, Italy



Junior Graphic Designer

Un-real Studio | Internship

June 2019 - September 2019 | (4 months)
Florence, Tuscany, Italy



Graphic Designer

Fermentum Umbrae | Part-time

September 2018 - May 2019 | (9 months)
Florence, Tuscany, Italy



Web Content Editor

AndroidGamer.it | Freelance

October 2016 - May 2017 | (9 months)
Milan, Lombardy, Italy



Junior Interior Designer

Cooprogetti Soc. Coop. | Internship

June 2015 - September 2015 | (4 months)
Gubbio, Umbria, Italy

Education Background



IULM University

Master of Arts in Game Design

September 2019 - December 2020
Milan, Lombardy, Italy



University of Florence

Bachelor of Arts - Product Design

October 2016 - May 2020
Florence, Tuscany, Italy



NID - New Institute of Design

Interior Design

November 2014 - July 2016
Perugia, Umbria, Italy

Projects



Toy Rush - Find & Collect

Casual Game - iOS, Android

September 2021 - August 2022
Game Designer - Afterhours Games



Nocturama

Interactive Comics - Steam

August 2021 - December 2021
Game Producer - IV Productions



Capra! Simulator

Visual Novel - itch.io

May 2020 - September 2021
Game Producer - Yellow TV Games



Seidkona: A Tale of Death and Dice

Puzzle Game - itch.io

October 2020 - December 2020
Game Designer - Fire Totem Games

Certification



IELTS British Council

International English Test

Issued August 2021 - Expires August 2023
C1 - Advanced 2

Alessandro Chivoloni

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