

# Alessandro Chiovoloni

## GAME AND GRAPHIC DESIGNER



Currently working as freelance designer, I mainly deal with two side projects. For Called Pixi, I have already been working for a year as Lead Designer in a small team of six people. At the same time I am also working as Main Developer on Capra! Simulator. Both games will be released soon.

Langua  
//ges

Italian  
Level C2

English  
Level B2

French  
Level A2

### GAME & GRAPHIC DESIGNER

QUADRIVIUM GAME S.R.L.

March 2021 - Now

- New Game Mechanics.
- Game Design Document.
- UX and UI.

### JUNIOR GRAPHIC DESIGNER

INTERNSHIP UNREAL STUDIO

July 2019 - September 2019

- Diving watch development.
- Brand Logo.
- Personal business cards.

### COMMUNICATION MANAGER

FERMENTUM UMBRAE, EVENT

September 2018 - May 2019

Communication for a group of young entrepreneurs who organized an important beer event in Perugia, Italy.

### REDACTOR // EDITOR

WEBSITE ANDROIDGAMER.IT

October 2016 - May 2017

Reviews and articles about Android mobile gaming.

### JUNIOR INTERIOR DESIGNER

INTERNSHIP COOPROGETTI SOC.

June 2015 - September 2015

- Urban furniture.
- Project for Park of "Villa Angeletti" in Bologna, Italy.

## Get in touch!

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Education  
-  
background

### MASTER OF ARTS IN GAME DESIGN

IULM UNIVERSITY

Graduated on October 2020

I worked on Capra! Simulator. An atypical free-to-play visual novel that offers a parodic view on Italian television.

- Winner of the Iulm Merit Award 2020 (best three students).

### BACHELOR IN INDUSTRIAL DESIGN

UNIVERSITY OF FLORENCE

Graduated on April 2020

After having mainly followed graphic and communication courses, I created a thesis that deepens the relationship between videogames and education, followed by the Called Pixi project. A simulator of a 80s operating system, entirely created from scratch, within which a story is hidden.

### MAJOR IN INTERIOR DESIGN

NID - NEW INSTITUTE OF DESIGN

Graduated on June 2016

I have designed several commercial and residential interiors. Concept for architecture, products and green design. Using CAD programs, 3D software and Adobe Suite.

Core  
-  
skills

- Good knowledge Adobe/Office suite
- Creation of concepts and scenarios
- Test and reiterate loops/mechanics
- Digital drawing and 2D assets
- Indie videogames enthusiast
- Previous experience in Unity
- Beginner C# programmer/ 3D artist
- Team player



Previous  
-  
experience