

# Giandomenico “James” Lombardi

## Technical Game Designer

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## Projects History

### Technical Game Designer

2021 - Present

Personal Project

Solo

- Working on a post release patch for a steam published university project, based on users' feedback. Featuring: many quality of life improvements to platforming and combat, rebalanced AI and progression, additional VFX and SFX, improved UI navigation, performance optimisations, bug fixes, framerate cap toggle, and remappable key bindings..

### 3C Gameplay Programmer

2020 - 2020

Recreating Soulslike Combat in Unreal Engine

Solo

- Recreating a soulslike combat framework in Unreal Engine as a portfolio piece, to deepen my knowledge with class inheritance, data structures, vector math, and animation programming. Learning how to implement targeting systems, modular combat frameworks based around equippable weapon archetypes, and animation combat states.

### Gameplay Programmer

02/2019 - 07/2019

'Project Twirl'

Team size: 5 - 15

- Creating a proof of concept for a 3D adventure game revolving using dancing as combat.
- Prototyping game mechanics and systems designed by the Lead Designer.

### Technical Game & Level Designer

09/2018 - 01/2019

'Blinky - Rise To The Top'

Team size: 3

- Having ownership of the character, camera, and controls in a top down 3D platformer.
- Responsible for curating game feel and player feedback through VFX, sound, and haptics.
- Implementing level mechanics and hazards, based on my designs and those of the team.
- Designing, whiteboxing, and doing low level scripting for the hub level and game levels.

### Technical Level Designer

09/2017 - 07/2018

'To The Core' ([Steam page](#))

Team size: 30

- Designing, pitching, and prototyping game concepts and combat mechanics.
- Implementing level mechanics and hazards, based on my designs and those of the team.
- Designing and having ownership over level sections from high level concept, whiteboxing, low level scripting, and finally to overseeing the art pass by the environment artists.
- Creating cinematic shots for the game steam trailer.

### Character, Camera, Controls Designer

03/2018 - 04/2018

'Arboreal' ([Steam page](#))

Team size: 30

- Iterating on camera, controls, and HUD, for an open world top down 3D adventure game.
- Serving the role of scrum master, facilitating in the production process by monitoring the team performance and removing impediments.
- Creating short cinematics and videos for the main menu background, short gifs and an alpha trailer for presentation with the stakeholders, based on the input of the team leads.

<b>Design Skills:</b>	<b>Tech Skills:</b>	<b>Toolset:</b>
<ul style="list-style-type: none"> <li>• Team Communication</li> <li>• Character, Camera, Controls Design</li> <li>• Combat Design</li> <li>• Rational Level Design</li> <li>• Whiteboxing</li> <li>• Encounter Design</li> <li>• Puzzle Design</li> <li>• Rapid Prototyping</li> <li>• Graphic Design</li> <li>• Video Editing</li> <li>• Agile Development</li> <li>• Waterfall Development</li> <li>• Scrum Methodologies</li> </ul>	<ul style="list-style-type: none"> <li>• Unreal Blueprints</li> <li>• Unreal C++</li> <li>• Unity C#</li> <li>• Gameplay Programming</li> <li>• Animation Programming</li> <li>• AI Programming</li> <li>• Unreal UMG UI</li> <li>• Unreal Networking Fundamentals</li> <li>• Java</li> <li>• HTML/CSS</li> <li>• Googling</li> </ul>	<ul style="list-style-type: none"> <li>• Unreal Engine</li> <li>• Unity 3D</li> <li>• Perforce</li> <li>• Atlassian Jira</li> <li>• Office/Google Suite</li> <li>• Autodesk Maya</li> <li>• Blender 3D</li> <li>• Adobe Photoshop</li> <li>• Adobe Premiere Pro</li> <li>• Adobe After Effects</li> <li>• Adobe Illustrator</li> <li>• Adobe Audition</li> <li>• Audacity</li> <li>• Wordpress</li> </ul>

## Education

<p><b>BSc Creative Media &amp; Game Technologies</b>            (Specialisation in Game Design &amp; Production)            Breda University of Applied Sciences (The Netherlands)</p>	<b>09/2015 - 07/2019</b>
<p><b>Diploma di Perito Industriale Capotecnico</b>            (High School Diploma, Specialisation in Electrical Engineering)            ITIS Don G. Morosini Ferentino (Italy) - High School</p>	<b>09/2009 - 07/2014</b>
<p><b>Cisco IT Essentials Certification</b>            ITIS Don G. Morosini Ferentino (Italy) - High School</p>	<b>2013 - 2014</b>
<p><b>Java Programming Course</b>            Titel (Italy) - Professional Course</p>	<b>2013 - 2014</b>
<p><b>European Computer Driver License Certification</b>            Scuola Media Giorgi (Italy) - Middle School</p>	<b>2008 - 2009</b>

## Other Experience

<p><b>Game Jam Participant</b>            Breda University</p> <ul style="list-style-type: none"> <li>• Participated in over 45 game jams since 2016.</li> </ul>	<b>2016 - Present</b>
<p><b>Open Day Volunteer</b>            Breda University</p> <ul style="list-style-type: none"> <li>• Volunteered for open day events at my university, showcasing games projects and giving visitors information on game development and the bachelor.</li> </ul>	<b>2015 - 2018</b>
<p><b>Videographer</b>            ITIS Don G. Morosini Ferentino - High School</p> <ul style="list-style-type: none"> <li>• During high school I was responsible on behalf of the institute for the filming of study trips, guest lectures, and football matches. I was then responsible for editing the footage for the institute's archives.</li> </ul>	<b>2012 - 2014</b>