

GIANDOMENICO LOMBARDI

Technical Game Designer

ABOUT ME

Technical game designer with a strong passion for prototyping and game feel. My goal is to run a small indie company, and bring my ideas into the world.

SKILLS

- Blueprinting
- Prototyping
- Game Feel
- 3D Design
- Presenting
- Documentation
- Playtesting
- Graphic Design
- Video Editing
- Photography

SOFTWARE

- Unreal Engine
- Maya, Blender
- Perforce
- Atlassian Jira
- Office, Google Suite
- Photoshop, Affinity
- Premiere Pro, Resolve
- Audacity

CONTACT

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Portfolio: [Website](#)

PROJECT WORK

TECHNICAL DESIGNER - DREAM DROP CREATIONS

During the second half of graduation year at Breda University, I collaborated with a fellow student, who was trying to start their own studio. As the solo programmer on the team, I was responsible for building a playable prototype of his game idea. With the goal of using this prototype to secure funding through a Kickstarter campaign. The project was cancelled.

TECHNICAL LEVEL DESIGNER - BANANA PILLAR

During the first half of my graduation year at Breda University, I worked on a fixed angle camera 3D platformer. I was team lead, responsible for setting up goals and monitoring day to day progress. I was also game and level designer, responsible for designing all the player mechanics, some environmental hazards, and some levels. I was also the solo programmer, and I was responsible for implementing all mechanics, hazards, and supporting systems like leaderboards and saving. The project was put on indefinite hiatus, after the team dissolved at the end of the semester.

TECHNICAL LEVEL DESIGNER - TEAM ROGUE

In my 3rd year at Breda University, I worked on 'To The Core'. During the 'inception' phase of the project I was part of the 'combat department', where I was responsible for prototyping several player mechanics, and eventually helping flesh out the final design for the combat. Later, I moved to the level design, where I became responsible for helping design a procedural level generation system. I also designed some of the 'level chunks', and implement environmental mechanics. The game is released on Steam.

EDUCATION

BSc Creative Media & Game Technologies

Breda University of Applied Sciences (Netherlands) | 2015 - 2019

RELEVANT EXPERIENCE

Game Jams: I participated in over 50 game jams, both solo and as part of a team.