

Simone Marzeddu

Game Designer
& AI Engineer



Contact



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Pisa, Italy



My Portfolio: simonemarzeddu.com



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About Me

I am a Game Designer committed to transforming ideas into experiences that surprise, engage and resonate emotionally with players. Thanks to my Computer Science and AI background, I communicate fluidly across disciplines, ensuring that creative vision and technical development move in harmony.

Soft Skills

- **Problem Solving**
- **Time Management**
- **Communication**
- **Teamwork**

Languages

- **Italian:** Native Speaker
- **English:** Fluent

Education

Game Designer Diploma

Digital Bros Game Academy - Milano

2023-2024

- Training focused on industry-ready Game Designers.
- Full production pipeline: from concept to launch-level delivery.
- Multidisciplinary teamwork, documentation, prototyping.

Master's Degree in Computer Science - AI Curriculum

Università di Pisa

2022 - 2025

- **Grade:** 110 cum Laude
- **Thesis:** "Collaborative Strategies to Enhance Awareness in LLMs"
- Artificial Intelligence principles, paradigms, and applications.
- Machine Learning, NLP and Data Mining (Working Knowledge).

Bachelor's Degree in Computer Science

Università di Pisa

2019 - 2022

- **Thesis:** "Design and development of an open-source Python bot for the NetHack videogame".
- Programming and software development (Working Knowledge).

Portfolio Highlights

Memory Leak - Team Project - Unreal Engine 5

Digital Bros Game Academy

2023 - 2024

- Designed and iterated the core gameplay loop based on playtests.
- Coordinated implementation with programmers and artists.
- Produced complete design documentation (Pitch Doc, GDD).

Game Jams - Unity Engine

GMTK Game Jam

2023 - 2024 - 2025

- Created rapid prototypes aligned with each year's theme.
- Designed mechanics, levels, and game flow under strict deadlines.
- Strengthened communication and collaboration under pressure in multidisciplinary micro-teams.

Achievements:

- Top 0.5% - GMTK 2023 (Team Project).
- 5th Place Overall - GMTK 2024 (Team Project).
- 43rd Place in Enjoyment - GMTK 2025 (Solo Project).

For more projects, visit my portfolio: simonemarzeddu.com

Hard Skills

Game Design

- System Design
- UX/UI Design for Games
- Level Design
- Rapid Prototyping
- Documentation : Pitch Docs, GDDs, Analysis (Market, MDA)

AI Engineering

- Machine Learning
- Generative AI & LLMs
- Behavior Trees, FSM and Pathfinding

Game Engines

- Unity
- Unreal Engine 5 (Blueprints)

Programming Languages

- C#, C++, Python

Other Tools

- Git (Version Control)