ANDREA RONCA

Rome Italy

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PROFESSIONAL SUMMARY

I am Game Designer & Level Designer passionate about creating interesting features and system to increase the player experience. I love to research and study unique and revolutionary games that change the common perception of games. I am fascinated by complex systems that are easy for the player to understand and master.

My dream is to create something fresh and innovative, where players can experience different feelings!

WEBSITE, PORTFOLIO, PROFILES

- www.andrearonca.it
- https://www.linkedin.com/in/andrea-ronca-279198b7/

WORK HISTORY

Salesman, 09/2020 - Current
Family Job, Rome, Italy
Salesman and customer service at family business

Server, 09/2015 - 04/2016
La Mangiatoia, Rome, Italy
Front of house manager, had to make sure all customers were served, take orders, communicate with the kitchen and clean.

SKILLS

- Game Designer, Level Designer & Project Manager
- Unreal Engine 4 & Unity
- MS Excel, Office, Power Point
- Maya, 3dsMax, Photoshop, Substance Painter, Microsoft Office
- PerForce, Git, Git Kraken, Pivotal Tracker

EDUCATION

Associate Degree, Game Design, 04/2020
Vancouver Film School - Vancouver, Canada

- Awarded Best Level Designer & Best Team Project

Bachelor of Arts, Digital Communications And Multimedia, 04/2019
Link Campus University - Rome

- Thesis: The A.I. Progress and new machine automated learning applications.
- Graduated with Honors

SOFT SKILLS

- Problem solving & team communications
- Fast learner & curiosity to learn more
- Adaptability to all kind of structures and coltures

HOBBIES

- Video & Board Games
- Extreme Sports
- Science and Space
- Thriller and Sci-Fi movies

LANGUAGES

Italian
Bilingual or Proficient (C2)

English
Advanced (C1)