

M.Vittoria Patti

I am a passionate Game Designer with years of experience in the video game industry. Organized and meticulous, I prioritize tasks diligently to deliver high-standard products. I have a keen eye for detail and have experience in game design, from concept to project release and beyond. My expertise includes Product Vision, Project Management, and Mentorship. Reliable and flexible, I quickly adapt to different situations. I am a fast learner, eager to dive into new projects. Some of the products I worked on include, but are not limited to, **Love Island: The Game** and **Football Manager**.

SKILLS

- Game Design
- Narrative Design
- Accessibility Design
- Project Management
- Certified Scrum Master



TOOLS



NATIONALITY



Italian

LANGUAGES



Italian
native



English
advanced

Italy

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PROFESSIONAL EXPERIENCE

NanoReality Games

SENIOR GAME DESIGNER

August 2023 - Present

- Product Vision
- Design Pillars
- Game Design Structure
- Accessibility Design
- Game Economy
- Features Design and Balancing
- User Retention Strategies

Titles



Sports Interactive - SEGA

GAME DESIGNER

May 2021 - July 2023

- Product Vision
- Accessibility Design
- Features Design
- Game Economy
- Interdepartmental Communication
- Mentorship

Titles



Fusebox Games

DESIGN TEAM LEAD

September 2018 - May 2021

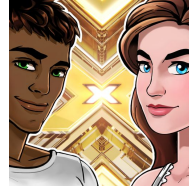
- Project Management
- Department Structure
- Game and Features Design
- LiveOps
- User Retention Strategies
- Roadmapping and Sprint Planning
- Mentorship

JUNIOR GAME DESIGNER

May 2018 - September 2018

- Revision of Narrative Scripts
- Content Implementation Within Unity 3D
- Functionality Testing
- Bugs Fixing
- Interdepartmental Communication

Titles



EDUCATION

University of South Wales

2015-2018

BA(Hons) First Class with Honours, Computer Games Design