

ALEX DE NITTIS



FREELANCE GAME DESIGNER & PSYCHOLOGIST

I'm an undercover psychologist in the game industry.

As a designer of games, my mission is to learn as much as I can from any experience in order to create the ultimate one for the Players.

Alas I recognize what my limitations are: I can keep on crafting, tuning, iterating but the game will always be inside Player's brain.

I've got to "Keep on keeping on".



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INFO

- **Birthday:** 9/4/1991
- **Address:** Via IV Novembre, 41 - Crema (CR), Italy
- **Nationality:** Italian
- **Languages:** Italian (main), English (B2)

SKILLS

- Teamply mindset**
We looking at the same thing?
- Explorer**
How far can we go?
- Client oriented**
What is the most wanted?
- Meticulous**
Is everything done here?
- Source finder**
Are you sure about that?
- On time**
Got enough time for this?
- Creative reasoning**
May it be another way?
- Feedback craver**
Can you repeat that please?

EDUCATION

Game Design course

2017-2019 @Event Horizon School, Milan

- **Game Design** ● **Game Development** ● **Level Design** ● **Cross-class Teamwork projects**
- **Programming with Unity** ● **Pitching** ● **Game production** ● **Competitor analysis**

UX and UI Design Basics

2019 @Fastweb Digital Academy, Milan

- **Web User Interfaces usability fundamentals** ● **UX basics** ● **UI Prototyping**

Psychology State examination for professional qualification

2018 @Università degli studi di Pavia, Pavia

Psychology professional Post-lauream internship

2016-2017 @Università degli studi di Pavia, Pavia

- **Technology in therapeutic-experimental process** ● **BCI** ● **tDCS** ● **Wearable ESD**
- **Neuropsychological evaluation** ● **Database management with MS Excel**

Psychology Master's degree

2013-2016 @Università degli studi di Pavia, Pavia

- **Psychology** ● **Cognitive Psychology** ● **Neuroscience** ● **Neuropsychology** ● **Rehabilitation**

Psychological sciences and techniques Bachelor's degree

2009-2013 @Università degli studi di Pavia, Pavia

- **General psychology** ● **Developmental psychology** ● **Cognitive psychology** ● **Neuroscience**

PROJECTS & RESPONSABILITIES



TRANSFORMERS: GALACTIC TRIALS

Lead Game Designer
2022-2024 @3DClouds, Milan

- Core systems design
- Gameplay design
- Flows
- Menus and HUD mockup
- Skills design
- Gameplay Cameras
- Stats and Level progression
- Weapon design
- Rewards and Unlock criteria
- AI difficulty tuning
- Vehicle's and Bot's physics
- Classes differentiation
- Tracks cinematics
- Relics design
- Localization entries management



PAW PATROL: GRAND PRIX

Game Designer
2022 @3DClouds, Milan

- Skills design
- Camera
- Sequences
- AI difficulty tuning
- Rewards progression
- DLC Arena mode design
- AI difficulty tuning
- Vehicles physics
- Localization entries management



GIGANTOSAURUS DINO-KART

Game Designer
2022 @3DClouds, Milan



PAW PATROL WORLD

Additional Game Designer
2023 @3DClouds, Milan



TRIDENT'S TALE

Additional Gameplay Designer
2024 @3DClouds, Milan



FAST & FURIOUS SPY RACERS RISE OF SH1FT3R

2021 @3DClouds, Milan



THE PERFECT PENCIL

Ongoing @Studio Cima

QA Game Tester

- Functionality Testing
- Nintendo, Sony, Microsoft, Stadia Compliance Testing
- Design support
- PS5 Activity Design
- Bug reports



RACE WITH RYAN

2019-2020 @3DClouds, Milan



KING OF SEAS

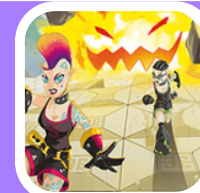
2020-2021 @3DClouds, Milan

OTHER PROJECTS



COLLISION

Lead Game Designer
2017-2018 @Event Horizon School, Milan



IMMORTAL PARTY

Game Designer
2018-2019 @Event Horizon School, Milan



REVERT

Lead Game Designer
2020 @Global Game Jam, Milan



IGNIS SOLUS

Game Designer
2025 @DevsThatJam#11, Remote



P.A.G.E.

Founder
2020 @anywhere

- **Game Design & Psychology blog**
- **Online interviews with experts**
- **Tutoring**
- **Local training courses**
- **Events for Parents**
- **Graphics Social management**