

## PERSONAL INFORMATION



## Alex De Nittis

📍 Via IV Novembre, 41, 26013 Crema (Italy)

☎ +39 3200590705

✉ alex.denittis@yahoo.com

🌐 [www.alexdenittis.com](http://www.alexdenittis.com)

📞 Telegram @Xelakles

📅 Date of birth 09/04/1991 | 🇮🇹 Nationality Italian

## WORK EXPERIENCE

01/2018–07/2018

**Lead Game Designer - School Project**

Event Horizon School, Milan (MI) (Italy)  
[eventhorizonschool.itch.io/collision](http://eventhorizonschool.itch.io/collision)

- Deep game design analysis of chess mechanics and mathematics.
- Working with specific constraints, such as *create a boardgame videogame*.
- Create a Game design Pitch and full presentation to public audience.
- Editing gameplay videos for the teaser trailer.

10/2018–07/2019

**Lead Game Designer - School Project**

Event Horizon School, Milan (MI) (Italy)

- Brainstorming ideas from couch-multiplayer games market.
- Sketching arena gameplay mechanics based on programming dept. skill level.
- Compiling a modular Game Design Model on Hack'nPlan.
- Creating User Testing surveys, analyze data and present it to the team.

27/09/2019–29/09/2019

**Promoter**

Conversion Agency for Milan Games Week, Milan (MI) (Italy)

- Supervising the *theatre*, Sony Playstation area dedicated to new upcoming games and demo presentations.
- Support the audience.
- Resolving computer minor issues.
- Entertain VIP during breaks.

10/2016–04/2017

**Cognitive Laboratory Experiment Assistant**

Centro Umberto Fazzone - Com. Alba di Bacco, Limbiate (MB) (Italy)

- Neuropsychological evaluation for training purposes and pre-experimental user selection.
- Overall training user support, from the first meeting to the final results return (about 6 months).
- Observe and mark relevant behavioural feedbacks and draw up results.
- Set up and run BCI, tDCS, Empatica ESD devices.

📁 Business or sector Post-lauream internship

## EDUCATION AND TRAINING

09/2017–07/2019

**Game Designer**

Event Horizon School, Milan (MI) (Italy)

- Game Mechanics, Dynamics and Aesthetics *fundamentals*
- User Interfaces, Controls and Experience
- Publisher Pitching and market research
- Idea generation and concepts
- Programming with Unity 3D *fundamentals*
- Agile Game development workflow
- QA and Game Testing
- Game production *fundamentals*

09/2013–03/2016

**Master's Degree in Psychology**

Università degli studi di Pavia, Pavia (PV) (Italy)

Custom exams path in Neuroscience and Cognitive studies focusing on:

- Cognitive Psychology
- Experimental Psychology
- Psychology of learning and memory
- Neuroscience research
- Neurophysiology

**PERSONAL SKILLS**

Mother tongue(s) Italian

Foreign language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C1	C2	B2	B2	B2
FIRST Certificate in English					

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user  
[Common European Framework of Reference for Languages](#)

Communication skills

- **Efficient team coordination** gained through the leader experience in game design dept.
- **Clear task deployment manager** divided by different development states and personnel level.
- **Supportive and motivating** communication due to the psychological studies substrate.

Organisational / managerial skills

- **Well self-organized and focused on details:** even the most little error can lead to failure.
- **Resilient and proactive leader:** even the most little error can lead to new opportunities.
- **Trustworthy companion:** even the most little error can make us closer.

Job-related skills

- **Skilled game development steps understanding** (I'm the actual producer of my own videogame).
- **Good human-centered design vision** and comprehension (as a game designer, I was focused on the players best experience).
- **Down-to-earth creativity** (University and late design school projects are written to be realistic, not just like dreams).

Digital skills

SELF-ASSESSMENT

Information processing	Communication	Content creation	Safety	Problem-solving
Proficient user	Proficient user	Independent user	Proficient user	Proficient user

**Digital skills - Self-assessment grid**

- Great at using Google tools (Drive, Docs, Sheets, Slides, Forms, etc.)
- Good at using Design tools (Conceptboard, Marvel, Draw.io, SketchUP)
- Beginner in using Unity 3D
- Basic understanding of C# programming language

- Other skills**
- PC assembler
  - Videogames addicted
  - Technology sniffer
  - Truly reliable
  - Extremely earnest

**Driving licence** B

**ADDITIONAL INFORMATION**

---

- Certifications**
- UX/UI Design
  - Museum and Educational App for kids development
  - Programming fundamentals (Online)
  - Object-Oriented Design fundamentals (Online)

**Conferences** **Speaker** during a self-created psychological and educational event  
*Parental Control: understanding how adults can cope with videogames.*