

# ALBERTO SARGENTI

## JUNIOR GAME DESIGNER

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### PROFILE

Junior Game Designer with a strong focus on level design, rapid prototyping, and iterative development. Experience designing and refining playable spaces based on narrative and gameplay goals, ensuring constant playability throughout production phases. Worked in multidisciplinary teams of up to 17 people, collaborating with programmers and artists to bring levels from blockout to art-ready state. Seeking a Level Design Internship to apply spatial design, player flow control, and iterative problem solving in a production environment.

### LEVEL DESIGN SKILLS

- Blockout and greybox level design
- Player flow and pacing
- Environmental storytelling
- Readability and visual guidance
- Encounter layout and combat spaces
- Iterative design based on feedback
- Playability-first mindset
- Narrative-driven space design

### ACCOMPLISHMENTS

**Lead Game Designer - [Pebbles' Path](#)** - Directed a 17-person multidisciplinary team to design and deliver a playable prototype; led iterative design sprints and user testing, presenting and playtesting the prototype at Svilupperty 2024.

**FPS Prototype - [Cryo protocol](#)** - Designed and iterated on an FPS level focused on pacing, spatial readability and combat flow. Built the blockout and gameplay layout, defining player routes and encounter placement. Implemented core gameplay systems (gunplay, melee, AI and level logic) to support and validate the level design.

**Lead Game Designer - [R.A.I.L.S.](#)** - Designed a tower defense game with a strong focus on player flow and strategic placement of build areas. Iterated on level layouts based on difficulty tuning and player performance data, and presented and playtested the project at Svilupperty 2023.

### LEVEL DESIGN & DOCUMENTATION - [Example](#)

- Creation of level design documents (LDDs) describing layout, player flow and puzzle mechanics
- Use of sketches, blockouts, and diagrams to communicate level structure
- Iterative updates of documentation based on playtests and design changes
- Clear communication of design intent to programmers and artists

### TECHNICAL PROFICIENCIES

**Unity 3D / 2D:** High proficiency, level blockout and gameplay scripting (Visual Scripting)  
**Unreal Engine:** High proficiency, Blueprint-based level logic and layout  
**Adobe Suite:** Illustrator, Photoshop & Premiere

### SKILLS

- Iterative Design
- Team Collaboration
- Analytical Thinking
- Gameplay & technical problem solving
- Receiving & applying feedback

### EDUCATION

#### Game Design Degree

TheSign - Comics & Arts Academy, Florence

Oct 2021 to Sept 2024

- Level design and spatial gameplay
- Team-based development
- Iterative prototyping