



LORENZO VISCOMI

JUNIOR GAME AND LEVEL DESIGNER

CONTACT

[My portfolio](#)



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SKILLS

Unreal Engine 4-5  Google Suite 

Unity, Figma, Jira, Platforms' SDKs, DaVinci Resolve

 Teamwork  Proactivity

 Communication  Precision

LANGUAGES

Italian  English 



EXPERIENCE

• Junior Game and Level Designer

3D Clouds | Sept. 2023 - Present

I'm currently working as **Game and Level designer** on an **unannounced project**.

• QA Tester

3D Clouds | Sept. 2022 - Sept. 2023

I worked on a **shipped title** and two **DLCs**, then on two currently unannounced projects.

My main tasks were both **functional** and **compliance** testing.



EDUCATION

• **Game Design | Digital Bros. Game Academy**

During the academic year I had the opportunity to work on many **team projects**, learning **team dynamics** and **communication** and the fundamentals of Game Design, as well as an **efficient** and **precise** attitude to work.

• **Narrative Design | Feltrinelli Education**

• **Computer Science | University of Milan**

I acquired **logical thinking** skills through the study of different programming languages (Java and Go), as well as the basics of UX design.

INTERESTS

Gaming (of course)



Movies and TV series



Video editing



Swimming



Fantasy

