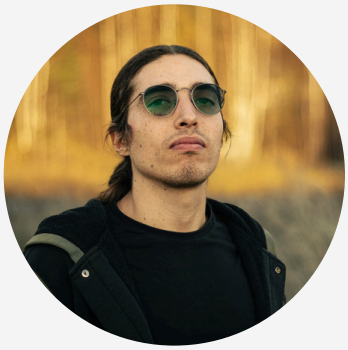


Valerio Bullini

GAME DESIGNER

Rome, Italy - open to relocate

CONTACTS & LINKS

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Itch.io

HARD SKILLS

- System Design
- Gameplay Design
- Level Design
- UI/UX Design
- Design Documentation
- Prototyping
- Unreal Engine 5
- Unity
- Visual Scripting
- C#
- Github
- Perforce

SOFT SKILLS

- Teamwork
- Communication
- Player-focused thinking
- Problem Solving
- Adaptability

LANGUAGES

- Italian (Native)
- English (C1)

EXPERIENCE

Fantastico Studio

Game Designer — 02/2026 - Present

Green Inferno - **Steam Page** — Rome, Italy

Unity

- Designed and documented core gameplay features, including mechanics, minigames and puzzles
- Created level sketches in Krita and structured level documentation in Figma as reference material for the artist
- Collaborated with the programmer to design custom Unity tools, streamlining level implementation and translating design documentation into functional in-engine content
- Implemented all levels in-engine using custom tools and assets provided by the artist

Stealth Company

Game Designer — 10/2026 - Present

Unannounced Project — Rome, Italy

Unity

- Designed and documented a new gameplay mechanic
- Designed enemy encounters
- Reworked the balancing of wave system, score and score multiplier

Lead Level Designer — 02/2026 - 10/2026

Unannounced Project — Rome, Italy

Unity

- Led a team of five Level Designers, coordinating task distribution, design reviews and implementation to ensure consistency with the game's vision.
- Onboarded new Level Designers into the team's workflow and pipeline
- Coordinated asset requests between the Level Design and Art departments
- Greyboxed a new level, placing assets and designed encounters

Level Designer — 10/2025 - 02/2026

Unannounced Project — Rome, Italy

Unity

- Helped establish and refine the Level Design pipeline in collaboration with the Level Design team
- Created a level from scratch in collaboration with the Level Design team

Less is More

Game Designer & Project Manager — 01/2025 - 08/2025

LiM: Grid Wars - **Steam page** — Boden, Sweden

Unreal Engine

- Led a 5-person team, organizing priorities and tracking project's progress using Miro
- Designed and documented multiple game systems to define game progression, AI behaviour, upgrades and others
- Implemented gameplay features such as enemies' AI and upgrade effects using Unreal Engine 5 Blueprints
- Designed and implemented UI features, like Main Menu, submenus and local leaderboard tracking players' highscore using CommonUI

EDUCATION

Game Design

FutureGames, Sweden, Boden — 2023 - 2025

Communication, Technologies and Digital Cultures

Bachelor's Degree — 2017 - 2021

"La Sapienza" Rome University