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CONTACT

[E-mail](#)

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ABOUT ME

I am a Game Designer with experience in solo projects, small teams, and AA development. Proficient in Unity and Unreal Engine 5, with programming skills.

I combine creative design with technical knowledge to develop player-driven systems and narrative integration, bridging game design vision with technical implementation.

KNOWLEDGE

Game Engines:

Unreal Engine 5

Unity

Programming Languages:

Java

C#

C++

Python

Tools & Software:

Microsoft Office Suite

Miro

Draw.io

Photoshop

Blender

Git

Clickup

Perforce

AI Tools (Claude Code, Codex)

LANGUAGES

Italian (Native)

English (B2 Level)

MARGHERITA ORLANDO

Game Designer

WORK EXPERIENCE

QUEST DESIGNER

Nacon Studio Milan, Milan, Italy - 2024-2026

- Worked on the Narrative Team for the Terminator: Survivors open-world FPS game.
 - [Trailer here.](#)
- Implementation of side and main quests using Blueprint in Unreal Engine 5.
- Design of side and main quests using design tools for defining quest flow and elements.
- Creation and management of quest design documentation.
- Development of characters and storylines.

EDUCATION

MASTER'S DEGREE IN COMPUTER SCIENCE, GAME DESIGN

University of Milan, Milan, Italy - 2023

The master's thesis explores the integration of generative text AI in video game development, examining the potential and challenges of implementing AI-driven characters in interactive narratives through a purpose-built game called "Artificial Proxy Bar".

BACHELOR'S DEGREE IN COMPUTER ENGINEERING

University of Calabria, Rende, Italy - 2019

HIGH SCHOOL DIPLOMA IN HUMAN SCIENCES

Benedetto XVI Institute, Crotone, Italy - 2014

SKILLS

- Quest design and implementation.
- Drafting game systems and mechanics.
- Creation of digital and physical prototypes.
- Writing and managing game design documentation.
- Storyline development & narrative structuring.
- Character design.
- Technical game design.
- Gameplay design.
- Level design.