

# ALESSANDRO PROTASE

Game Designer and Engineer



Turin, ITALY

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alessandroprotase.wixsite.com/alessandroprotase (Portfolio)

## MAIN JOB EXPERIENCES

July 2022- Actual

**Project Engineer** *ABB* Turin (Italy)

I work as a technical leader for very long global projects related to industrial robotized sealing and painting systems.

January 2017- June 2022

**System Engineer** *Comau* Turin (Italy)

I worked as a designer and technical leader for very long global projects related to industrial robotized welding systems for the automotive sector.

## EDUCATION

2022- 2023

**Game Design – Level 3 Diploma**

*Digital Bros Game Academy* Milan (Italy)

- Theoretical lectures, assignments for crafting documentation and in-engine prototypes about several game design topics.
  - Games developed for team projects following a full production cycle (see the Portfolio for details):**
    - Nightmare Slayer: a 3D 3° person action-adventure fantasy game set in the world of dreams
    - Cosmic Crash: a 2D hypercasual browser game with Leaderboard set in cartoonish-style space
- GAME JAMS**
- Noisemaker Audition: a comic game playable only with microphone
  - Pipish Pub: a 2D puzzle game with paths of pipes

2017- 2019

**Industrial Automation – II Level Master**

*Politecnico di Torino* Turin (Italy)

2010- 2016

**Mechanical Engineering - Bach & Master Degree**

*Politecnico di Torino* Turin (Italy)

2015 (for 6 months)

**Master Thesis** *RWTH Aachen* Aachen (Germany)

2011- 2012 (for 10 months)

**Special Project** *Tongji University* Shanghai (China)

## HARD SKILLS

### Game Design

- Analysis (Game Components, MDA, Comparative, etc.)
- Pitches
- Game Design Document
- Prototyping
- Enemies and Combat Design
- Level Design
- World Building
- Bugs reports
- System design
- Progression and Economy Design
- Agile Working (stand-ups, tasks management, etc.)

### Engineering

- Robotics
- Mechanical Design
- Data Analysis

## LANGUAGES

	A1	A2	B1	B2	C1	C2	L1
Italian							
English							
German							
Mandarin							

## SOFTWARES

### Game engines

- Unity – C#
- Unreal Engine 5 - Blueprints
- RPG Maker XP

### 3D Modeling/Engineering

- Blender
- Catia V5
- SolidWorks
- RobotStudio
- Process Simulate

### Documentation / Other

- Office package and GSuite
- Paint.net
- Audacity
- GitHub
- Inky

## HOBBIES and INTERESTS

**Playing videogames:** I love playing third-person action games with interesting worlds to discover like Dark Souls, Nier saga, Shadow of the Colossus, Armored Core, Zone of the Enders, Returnal, etc..

**Music:** I love heavy and atmospheric music such as Metalcore, Rock, Classical Music and Soundtracks. I can also play simple songs on the guitar.

**Sports:** I practiced a lot of football and basketball in the past. Now I watch matches and play sometimes amateur matches with friends.

**Traveling:** I love to explore beautiful natural environments and visit historical cities seeking monuments and museums.

## SOFT SKILLS

- Proactivity
- Curiosity
- Targets achievement
- Fast learning
- Team spirit
- Availability
- Collaboration
- Deadlines and pressure management
- Flexibility
- Adaptability
- Resilience