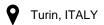
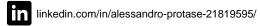
### **ALESSANDRO PROTASE**

Game Designer and Engineer





alessandro.protase@gmail.com





### **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**

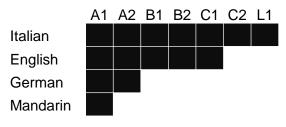
#### Game Design

- 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**



### <u>SOFTWARES</u>

#### 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