

# Daniele Mascagna

Game & Level Designer

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## SUMMARY

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**6 years of experience** in designing **story-driven action/adventure games** for PC & consoles. During these years I worked on a 4-year-long project (a non-linear first-person action/adventure game) **from start to finish**. As **Lead Designer**, I was in charge of the **game, world, level, mission, and narrative design**.

### Hard Skills

- Good working knowledge of **Maya** and Adobe Creative Suite (**Photoshop**, After Effects).
- Experience with **Unreal Engine**.
- Experience with **scripting** tools (UE4 Blueprints, GameMaker).
- Basic knowledge of C++.

### Soft Skills

- **Fast problem-solver** and decision-maker (a skill I developed thanks to the ever-changing nature of the project).
- **Interdisciplinary communication** (ensuring smooth communication between departments).
- **Hard worker** (getting a boost when a deadline approaches).
- Strong **passion for story-driven games** (I truly believe in the medium's narrative potential).

## WORK EXPERIENCE

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### Level Designer

Remedy Entertainment – *August 2022 – Present*

### Level Designer

Stormind Games – *January 2021 – July 2022*

### Lead Designer

Indiegala – *January 2016 – December 2020*

- **Die Young (PC/Steam 2019, PS4 2020)** *Open-World, First-Person Action/Adventure*  
Project Role: **Lead Designer**  
Main Responsibilities: **Game Design, World & Level Design, Mission Design, Narrative Design, Production.**
- **Die Young: Prologue (PC/Steam 2019)** *First-Person Action/Adventure DLC*  
Project Role: **Lead Designer**  
Main Responsibilities: **Level Design, Narrative Design, Production.**

### Game Designer, 2D / 3D Artist

redBit games – *February 2015 – December 2015*

- **Tap Galaxy: Deep Space Mine (Android/iOS 2015)**  
Responsibilities: Game Design, Creative Direction.
- **Pocket Rush (Android/iOS 2015)**  
Responsibilities: Tracks Design, 3D Assets, Game User Interface.
- **Spotty & Friends: Playground (Android/iOS 2015)**  
Responsibilities: Cutout Animation (Spine).
- **Shaolin Fury (Android/iOS 2015)**  
Responsibilities: 2D Art, Animation (Spine), Game User Interface.

## EDUCATION

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**3D Animation & Compositing – Professional Master Course** (*110/110 Summa cum Laude*)  
Sapienza Università di Roma – *2013/2014*

**East Asian Languages and Civilizations – Master's Degree** (*110/110 Summa cum Laude*)  
Sapienza Università di Roma – *2008/2011*