

Amerigo William De Pisapia

Game Designer | Unity and UE5

My Portfolio! ([Click Here](#)) My LinkedIn ([Click Here](#))

I am a Game Designer with a passion for games and unique experiences who's always been willing to learn and adapt to any situation. I have worked with many different teams to create unique experiences for many platforms, including consoles (PlayStation), PC/Mac and Mobile Games. I have a deep understanding of what it takes to be a strong team member that can collaborate effectively with different departments, as well as a self-directed work ethic that has made me push through tough deadlines.

Skills

- **Game Engines:** Unity, Unreal Engine 5
- **Coding:** C++ & C#
- **Visual Scripting:** UE Blueprints, Unity Bolt
- Photoshop, Illustrator, InDesign
- MS Office package (Excel, Powerpoint, Word) and Google Workspace (Sheets, Documents, Slides, Drive, Forms...)
- **Team Communication:** Discord, Teams, Slack

Professional Experience

Game Designer 09.2023 - Present

working with **PowerUP Team**

Roles: Game Designer, QA Tester

Idle Crops Tycoon Farm & Defend (3 Months, Game Designer) - Mobile Hypercasual game

- Fully designed an entire Incremental Game with Lane Defence elements solo with one programmer.
- Designed 6 different Enemies with 4 variants.
- 1 Main Weapon, 2 Special Abilities, 1 Charged Attack & 2 Variants of secondary weapons.
- Balanced the game difficulty for up to 100 levels, 2 month projected playtime.
- Prestige mode with full progress reset with rewards.
- ADs implementation with Ironsource.

Vespera Bononia (8 Months, Game Designer & QA) - Pc Steam & Console Playstation release

- Designed over 24 player abilities for 4 different Characters creating strong synergies between different characters.
- Ideated, prototyped and iterated on 2 Enemies, each with 5+ abilities and interactions with the player.
- Made a hands-on design of the Final Boss Encounter with 4 different phases, as well as cinematics and level design.
- Created a high synergy system with 4 Elemental effects that can be combined into 6 different variants with weighted stats and different effects
- based off the original elemental combination.

- Made a Roguelite long-term progression system to ensure a ratio of player progression to difficulty curve that resulted in a satisfying experience.
- Tested 4 levels, 6+ Enemies and 4 boss encounters highlighting bugs and writing high quality feedback for the dev team.

Quest&GO (3 Months, Game Designer) - AR Tourism App with Gamification Elements

- Assisted in designing an AR game app to improve the attractiveness of tourism of the city of Bologna, Italy using minigames
- Fixed bugs and understood how to use the Unity XR AR systems
- Used UI Toolkit to implement simple UI elements, as well as VFX effects for polish and juiciness.
- Implemented ADs using Unity's AD implementation system.

Burraco (2 Months, QA) - Italian mobile Card Game

- Assisted a team as an outsourced asset to find bugs and validating core gameplay flows (match setup, turns, melds/canastas, scoring, and end-of-round conditions).
- Logged, prioritized, and tracked defects with clear reproduction steps, expected vs. actual results, device/OS details, and supporting evidence (screenshots/video).
- Collaborated with developers to improve usability and reduce player-facing friction in critical game interactions.

Education and Certifications

Game Design Fundamentals & Prototyping Certificate 12 Weeks - Fall 2025

at GameDesignSkills.com

A 12 Week course that gave me a deep understanding on how to Prototype quickly and efficiently while teaching many fundamental game design aspects such as how to playtest, creating game loops, different iteration workflows and real AAA studio techniques (pen and paper prototyping, miro and figma prototyping) taught by seasoned and experienced industry veterans such as Jeremiah Franczyk (LotR Online, D&D Online) and Alex Brazie (League of Legends, Ori and the Will of Wisps, WoW).

Master Game 09.2022 - 03.2023

at [BigRock Institute of M.T.](#) | Part of H-Farm

In BigRock I was trained in the creation of code with C# and UE Blueprints, as well as interactions in game environment with lighting (both baked and realtime) and level blockouts, while also learning about 3D-Pipelines and techniques for rigging, texturing, modeling and basic animations. We learned how to use Game Engine software such as Unity and Unreal. Every step of the game making process was detailed and learned, ending in the creation of a prototype project for a local game development company, the skills I have learned here make me feel experienced in the field.

Bachelor's degree in Communications Design 09.2019 - 06.2022

at [Politecnico di Milano \(PoliMi\)](#)

PoliMi is ranked #3 in Europe and #5 in the World for Art&Design by QS rankings. At PoliMi, I learned how to apply Design Thinking with a user-centric mindset and new technologies to create visually appealing and innovative experiences with a keen eye to accessibility, usability and affordance. Studying here has amplified my creative capabilities and, as well as taught me how to code in C# and Python for some smaller projects, as well as how to use 3D Modeling software such as Blender.

Exams of note: Computer Graphics, Metadesign, Mathematics for Design

Professional Experience - Other

Amazon Warehouse Worker 11.2024 - 2.2025

- Picked, packed, and stowed orders using handheld scanners, consistently meeting productivity and quality targets in a high-volume environment
- Followed standard operating procedures and safety protocols (manual handling, PPE, 5S/area organization) to reduce errors and prevent incidents
- Performed quality checks on items and packaging, resolving exceptions (damaged goods, mis-scans, missing items) and escalating issues when needed.
- Coordinated with team leads and coworkers to manage workload peaks, support cross-training across stations, and maintain smooth shift handoffs.

Preschool STEM Teacher 2.2025 - 6.2025

- Designed and delivered hands-on STEM lessons for preschoolers, introducing basic robotics and computational thinking through Bee-Bot, mTiny, and
- Scottie Go! activities.
- Guided children through step-by-step sequencing and problem-solving tasks, adapting instruction to different attention spans and learning needs.
- Created simple challenges and learning stations (mazes, story-based routes, teamwork missions) to build collaboration, spatial reasoning, and early
- logic skills.

Previous Experience - Games

Jester Maskerade February 2026

2D Topdown Shooter - GameJam (2 days)

Software: Unity, Photoshop, Audacity

- Designed 3 Enemies, each with a different Bullet Spread pattern and different values and optimal combat approaches
- Created the layout (walls, obstacles, decorations and enemy placement) for 3 different levels themed after 3 different biomes (Forest, Docks and Town)
- Tested a new and original game mechanic called the Mask system, where players could make the mask that their character donned, influencing their
- bullet spread and elements

ROB.O.T.S. August 2022

2D Topdown Shooter Roguelite- GameJam (1 week)

Software: Unity, Photoshop

- Collaborated within a team of 5 as a designer/programmer.
- Worked as a sole designer and as one of two programmers using C#.
- Created 4 different difficulty levels
- Made 4 Enemy variants and 1 End-Level boss with 2 special abilities
- Used Git-based repositories for long distance project cooperation

Everything is Fine *February 2022*

2D Point and Click, Story & Minigame driven - GameJam (1 week)

Software: Unity, Photoshop, Audacity

- Collaborated within a team of 8 as a designer/programmer to deliver high-quality results.
- Designed 10+ Minigames for the game, each with different variants for narrative purposes
- Wrote a story expressed through dialogues and interactions to evoke empathic reactions in players.
- Actively resolved bugs and fine-tuned mechanics during time-sensitive development phases

Other Projects

Pamphlet for High Sensitivity *04.2022 - 05.2022*

Pamphlet Design project

Designed and produced an informative pamphlet with the objective of raising awareness for HSP (Highly Sensitive People) that was published and used in HSP awareness events.

Il Senso delle Cose *01.2022 - 05.2022*

Book Design project

Designed and produced a small, 100+ page book, readapting the existing version of "The Meaning of it All" by Richard P. Feynman, with the intent of readapting the book and giving new perspective to it.

VR Medical Training App *April 2024*

3D VR Interactive Game for Training Medical Professionals

Software: Unity, Blender

- Developed a VR training application in Unity to simulate clinical use of a medical syringe gun, focusing on safe handling, correct grip, and step-by-step procedure flow.
- Implemented core interaction mechanics (grab/aim/trigger, dosage selection, feedback cues) and optimized performance for smooth VR use.
- Collaborated with medical stakeholders to translate procedural requirements into clear training scenarios and validation checkpoints.
- Conducted iterative playtesting and refinement based on user feedback, improving usability, realism, and learning effectiveness.