PIETRO MASCELLINO

GAME DESIGNER

✉ pietromascellino777@gmail.com

🏠 Nuneaton, UK

🌐 pietromascellino.com

in Pietro Mascellino

📞 Available upon request

WORK EXPERIENCE

References available upon request

Level Designer / Game Designer at Full Fat – September 2021 - Present

- Managed a team of five to seven members: met deadlines, responsibilities, gave regular updates and apply feedback received.
- Created designs that supported and improved core mechanics while keeping them engaging.
- Defined the overall creative vision for the project and its features.
- Pitched over fifty game ideas to company members and improved upon them based on feedback.
- Researched, developed and designed new ideas and games.
- Analysed and improved existing game mechanics and features based on playability, user preferences and trends.

Level Designer / Game Designer at Poly Fruit Studios August 2020 - July 2021

- Designed 2D and 3D hyper-casual mobile projects in Unity.
- Created original and fun scenarios while being ready to efficiently change them to adapt to new visions.
- Designed flowcharts to capture the flow and key elements of the game levels.
- Pitched game changes and ideas to the various teams.
- Designed and created 2D platformer level maps for a casual mobile game, balancing difficulty, pacing, and player engagement throughout each stage.

FOUNDER AND DIRECTOR AT THUNDERFORGE

Project details on my porfolio

- Founded ThunderForge as an independent game studio, establishing its vision, production pipeline, and development roadmap from the ground up.
- Led a six-person team to design and publish a first-person horror exploration game on Steam, inspired by Native American myths, overseeing core gameplay systems and player experience.
- Designed and implemented the game's mechanics, core loop, and environmental storytelling, ensuring cohesive core game loop and gameplay integration.
- Developed level design for five distinct map areas, each tailored to support exploration, tension, and thematic progression.
- Programmed gameplay systems and interactions, balancing technical implementation with design goals to create an immersive and responsive experience.

SKILLS

Game Design & Systems Design
- Demonstrated by crafting engaging mechanics, player-centric core loops, and interactive systems across multiple genres.

Level Design & Environmental Storytelling
- Demonstrated by building unique, exploration-focused maps that guide pacing, narrative delivery, and player immersion.

Verbal and Written Communication
- Demonstrated by effectively collaborating with cross-disciplinary teams and delivering clear documentation and design briefs.

Unity & C# (6+ years of experience)
- Proficient in building and scripting gameplay systems, prototyping mechanics, and polishing user interactions.

Unreal Engine (1+ years of experience)
- Experienced in level block outs, blueprint scripting, environmental design and performance optimization.

Perforce Helix (3+ years of experience)
- Managed version control across a collaborative team environment, ensuring smooth integration of assets and preventing conflicts throughout development.

Trello (5+ years of experience)
- Effectively used Trello to manage project boards, organizing tasks, tracking progress, and facilitating clear communication across the development team.

EDUCATION

University of East London | 2017 - 2020

BA Game Design, Computer Games Design: Story Development / Classification: First class (1st)