

FRANCESCO BRANCATO

GAME DESIGNER

VILLABATE (PA), ITALY

CONTACTS

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HARD SKILLS

- Documentation Production
- System Design
- Prototyping
- Agile Methodology
- Iterative Approach

SOFT SKILLS

- Problem Solving
- Critical Thinking
- Teamwork
- Time management
- Verbal Skills

TOOLS

- Unreal Engine 5
- Unity
- Roblox game engine
- Git
- Google suite

PROGRAMMING LANGUAGES

- Swift UI
- C#
- Java

LANGUAGES

- Italian Native speaker
- English Fluent

ABOUT ME

I am a passionate and driven game designer with a deep love for game systems and, in particular combat systems. My hobbies include soccer, of which I am also a referee, manga, and combat techniques.

Both during the academy and with projects done afterwards, I have always honed my **documentation and prototyping skills** to better convey ideas. I am also a rapid learner and am always eager to take on new challenges

Organized, proactive and **curious**, I can become passionate about a project very quickly and aim to achieve the best possible outcome by inspiring and creating a positive work environment.

PROJECTS

Trauma | 3D Survival Horror | Group Project | AI and System Designer | UE5

- System and AI design working alongside the programmers
- Use of the game development pipeline and keeping up with deadlines
- Creation of documentation (Pitch, GDD, AI Document)

UFO Cowtcher | HyperCasual Game | Group Project | Game Designer | Unity

- Fast prototyping and iteration process thanks to feedback from players
- Designed AI behavior of cows and creation of each description present in the HLGDD
- Creation of documentation (Pitch, HLGDD, Feedback Report)

Input to Action | 2d Puzzle Game | Group Project | Game and level Designer | Unity

- Creation of the levels and balancing of levels
- Creation of the main mechanic and formalization of them
- **Top 4.3% position in the 2023 Game Makers Toolkit Game Jam**

See more on my [portfolio](#).

EDUCATION

Game Design | 2023-2024 | Digital Bros game academy

Course led by industry professionals who train industry-ready figures

- Game Design principles, analysis, and documentation
- Understanding of the production cycle, from concept to launch Level
- Game Development in a multidisciplinary team
- Experience both on Unreal Engine 5 and Unity

Computer Science | 2019-2023 | Università di Palermo

- Practical and theoretical knowledge in programming
- Erasmus 2022-2023 at VUT Brno and studies in AI
- Internship at StdOut, IOS Developer using SwiftUI