# **VINCENZO** CATANO

Gameplay Designer **Technical Designer** 





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SKILLS

















#### MY PROJECTS \_\_\_\_\_



#### EcliPsychosis - 2023

I was the **Product Owner** and **Lead Designer** that led to the creation of this fast-paced roquelike.

I worked mainly on Combat and **Enemy** Design.



### Spark & Kling - 2023

Couch-coop puzzle platformer where I was onboarded to work on the **3C**. The project was drafted for the **Rookies** Award.



#### Al Prototypes - 2022

I worked on several AI prototypes, both on their design and implementation. They were both made in Unreal Engine 5 and Unity, leveraging the different technologies provided. technologies provided.

#### EDUCATION \_\_\_\_\_

Game Design

FutureGames 2022 - Ongoing

Master in Cyber Security

Politecnico di Milano

2020 - 2022

**BSc of Computer** Science Engineering

Politecnico di Milano

2015 - 2019

## EXPERIENCE \_\_\_\_\_

Cyber Security Consultant

Deloitte Risk Advisory

2020 - 2022

Sous-chef de partie

Clotilde Brera

2020

#### LANGUAGE \_\_\_ HOBBIES \_\_

Italian - Native English - Fluent

Climbing Cooking Playing guitar