

ROSARIO AZZARELLO

Game Designer / Game Developer / Artist

<https://www.gamedesigner.ch>

rosario@gamedesigner.ch

BIO

I am an enthusiastic Game Designer with a particular interest in the design and development of Serious Games and Augmented Reality products. Through working on my projects I have gained experience in a variety of game development tasks and have also developed good teamwork, writing and communication skills. Innovation is extremely important to me as a game designer, as innovation is what sets your game apart from others.

WORK EXPERIENCES

SENIOR GAME DESIGNER, CEO (Game Design GmbH)

2012 - Present

While working at Game Design GmbH, I'm involved in almost all project management tasks related to the entire game production pipeline, including concepts, design, development and art.

GAME DESIGNER (Vanija GmbH)

2010 - 2013

While working at Vanija Ltd, I was involved in a lot of interactive production tasks. I was also responsible for the entire game production pipeline. My tasks were game design, 3D/2D art, game development, augmented reality development, physical computing development.

GAME DESIGNER (Rehabilitation Center)

2009

I've created 5 serious games and home-made input devices for physiotherapy to play the games. Game design, 3D/2D art, game development, physical computing development.

ANIMATION ARTIST (Sevaweb)

2003 - 2007

Freelance Flash animator and illustrator. I created the Flash animations for their clients.

2D / 3D ARTIST (Rattenfest)

2004 - 2005

Rattenfest is a famous and very big Swiss party in Rapperswil, Switzerland. My job was to create all the graphics for all the media (print, websites, tickets, ...).

MILITAR DEVELOPER (Military Center)

2001 - 2002

Military service and software developer. During my military career in Genoa for 13 months, I spent my free time developing software for the Security Navigation Department.

TECHNICAL SUPPORTER (Club D'Oro)

2000 - 2001

Computer Technical Support.

BUSINESS DEVELOPER (Biliardo Online)

2003 - 2007

Manager, designer and promoter of the Internet project for the company "Biliardo Online".

VARIOUS (Various)

1992 - Present

Game designer, 3D/2D artist, game developer, augmented reality developer, physical computing developer.

SKILLS

Game Development, Game Writing And Storytelling, Game Theory And Ludology, Game Rules And Mechanics, Game Art, Game Design, Visual Techniques, Game Engine Programming, Game Sound Design, Fundamentals Of Design, Digital Model Making, Marketing And Management, Physical Computing, 2d/3d Assets Design And Development, 2d/3d Characters Design And Development

TECHNOLOGIES

Godot Game Engine, Blender 3D, Php, Adobe ActionScript 3, Adobe AIR SDK, Haxe, Away3D, OpenFL, HaxeFlixel, Starling, C, Python, Html, Inkscape, Gimp

EDUCATION

GAME AND INTERACTION DESIGNER (ZHDK)

2006 - 2009, Zurich, Switzerland

Bachelor of Arts ZFH in Product and Industrial Design with specialisation in Game Design. I've learnt a lot about game writing and storytelling, game theory and ludology, game rules and mechanics, game art, game design, visual techniques, game engine programming, game sound design, design fundamentals, digital modelling, marketing and management, physical computing, 2D/3D asset design and development, 2D/3D character design and development.

MILITARY DATA PROCESSOR (Military Institute "Maricentro Taranto")

2000 - 2001, Taranto, Italy

Certificate Euro Training in Data Processing. A data processor is a person who processes data on behalf of a data controller.

ELECTRONICS AND TELECOMMUNICATIONS TECHNOLOGIST (Industrial Technical Institute "ITIS E.Majorana")

1994 - 2000, Milazzo, Italy

Diploma in Microelectronic Systems and Telecommunications Engineering.

LANGUAGES

ENGLISH

SPEAKING

READING

WRITING

ITALIAN

SPEAKING

READING

WRITING

GERMAN

SPEAKING

READING

WRITING