Lorenzo Vecchio

vecchio.lorenzo@gmail.com / www.lorenzovecchio.co.uk

I am a Gameplay Designer with a passion for my craft and a solution-driven approach to every challenge I face. I am always with my eyes focused on how I can grow and improve my know-how. I have been

Games

Fable (Announced)

I joined the team a couple of years after the project started, and I quickly took on responsibilities around core systems of character, camera, and controls, as well as enemies, encounters, and player-driven systems. My responsibilities range from designing and creating documentation around features, to implementing and balancing them using the engine editor, as well as leading small feature teams in implementing the same features.

Third-person Action Adventure (Unannounced)

I joined the project mid-way through pre-production as a Game Designer. My responsibilities were to research, design, support prototyping, and balancing some of the core systems of the game, such as enemies, core traversal, player weapons, abilities and powers, gating mechanics, and control schemes.

Warhammer 40'000: BATTLE SISTER (Oculus Store - 2020)

I was part of a small team during the R&D phase of the project, in which I was the only designer. I was responsible for designing various foundational systems: player inventory, player locomotion, weapons, enemies, AI behaviours and encounters, boss design, and 6DoF interactions. Later in production, I was also responsible for the level design from the early blockout phase to encounters, interactions, VO, cutscenes, and balancing.
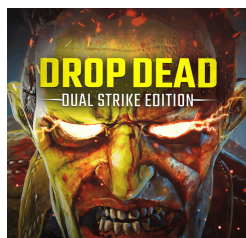
DROP DEAD: DUAL STRIKE (Oculus Store - 2019)

During the development of the project, I covered the role of Game Designer and the only one full-time on the project. I was responsible for designing from the ground up various systems that we wanted to add to the game to provide a better 6DoF VR experience, such as dual wield mechanics, immersive pickup spawns, melee weapons, 6DoF interactions (dodging and deflecting), inventory rework, combos multipliers, improving onboarding to introduce the new mechanics, rebalancing all levels to accommodate the new features

Work Experience

Playground Games
Gameplay Designer - Grade 1 - 2021 / Present

I am currently working on Fable, a AAA Third-Person Action Adventure, as a Gameplay designer. I am responsible to design and help the team implement multiple player-driven features and systems.

Pixel Toys Ltd.
Experienced Game Designer - 2018 / 2021

I joined the company as a Game Designer, working on multiple and clearly distinguished platforms during my time at the company. I familiarized with working with teams of different sizes, communicating designs, vision and information both downstream to the rest of the development team, and upstream to management and stakeholders.

Education

MSc – Video Game Enterprise, Production and Design - 2017 / 2018
***Birmingham City University* / Gamer Camp (Biz) - United Kingdom**

This course allowed me to develop skills in project management, software development, stakeholder management, pitching, and game design fundamentals.

During this period I have mainly held the position of Producer for the following projects:
- *The Last Library* (Mobile Tablet Game): managed a group of 9 within various disciplines; created and managed the product backlog and planned sprint; held the role of SCRUM master, QA and Usability testing manager and Music and Sound manager; and held regular Sprint Review for stakeholders.
- *Echoes* (PS4 Demo): managed a group of 15 within various disciplines; held the roles of Head of Production, SCRUM master, Music, and Sound Liaison, Narrative and Level Designer, QA and usability testing manager; held regular sprint reviews for stakeholders.

BSc – Bachelor of Communication Sciences and Medias - 2013 / 2017
***Università della Svizzera Italiana* – Switzerland**

Software Skills

- Unity Engine
- Unreal Engine 4 (Basic Understanding)
- JIRA
- SourceTree
- Fork

- 2017 Microsoft Office
- GSuite Package
- Adobe InDesign
- Adobe Photoshop
- Basics of HSM and FSM systems