Filippo Casola

LinkedIn

Summary

Enthusiastic and creative Game Designer with over two years of experience crafting engaging game concepts and delivering high-quality projects in a fast-paced, creative environment. I have successfully shipped two titles on console and PC, transforming ideas into captivating digital worlds using engines like Unity, Unreal Engine and proprietary tools. With a strong background in visual scripting languages and prototyping, I am passionate about pushing the boundaries of game design. I thrive in collaborative settings, continually delivering eye-catching results while mastering new workflows and creating memorable gaming experiences.

Professional experience

Game Designer — Hyper Luminal Games — Sep 2023 – Aug 2024

- Worked across multiple projects as a generalist designer, including Cloud Jumper, a relaxing exploration game where players fly between floating islands and explore them to uncover ancient secrets, and Pine Hearts, a cozy narrative-driven adventure exploring themes of love, growth and loss. Primarily responsible for system design, mechanics ideation, level design, and visual scripting on both projects.
- Contributed to Cloud Jumper by conceptualising and developing game systems, documenting design specifications, and collaborating across departments to align the game vision and pillars. Prototyped game mechanics alongside with coders, developed gameplay sections using proprietary visual scripting tool and iterated based on internal feedback.
- On Pine Hearts, I focused on level design, visual scripting, and bug fixing. Authored and updated documentation for core game mechanics and worked on proprietary tools, contributing to usability improvements.
- Fostered cross-department collaboration to ensure design alignment and championed features to ensure consistent communication and agreement on implementation.

Junior Game Designer — Hyper Luminal Games — Sep 2022 – Sep 2023

- Played a key role in developing Pine Hearts, focusing on level design and visual scripting. Authored comprehensive documentation for core game mechanics and systems and collaborated closely with other departments to ensure practical and aligned designs.
- Utilised proprietary visual scripting tools to create gameplay content, including quests, interactions, and NPC encounters, continuously iterating based on internal and external feedback.
- Worked with cross-functional teams, including Art, Code, and UX, to ensure a cohesive project vision and a seamless player experience.

QA Tester — Puny Astronaut — Jan 2018 – Jun 2018

- Contributed to the development of Skye Tales by designing and executing test cases, reporting bugs through Bugzilla, performing regression testing, and working closely with the development team to ensure timely and effective resolution of issues.

Beta Tester — Devolver — July 2020 - Current

- Provided feedback during the alpha/beta testing rounds of Cult of the lamb, Fall Guys, Dicefolk, Weird West, Hard West 2, and Loop Hero on multiple platforms, contributing to the refinement of gameplay mechanics and overall player experience.

Additional Experience

Personal Projects

- **Card Platformer**: A 2D platformer game where players collect cards that modify platform behaviors, created to develop skills in 2D game development and GDScript using Godot.
- **Spooky Graveyard**: A third-person, wave-based game where players prevent skeletons from escaping the graveyard by trapping them using various environmental hazards and strategic placement. Designed to enhance skills in 3D game development and GDScript with Godot.
- **Bertie the Badger**: A third-person adventure game built in Unreal Engine using Blueprints, where players sabotage a farmer's properties to protect its burrow and the nearby forest. This project significantly improved my proficiency with Blueprints and overall Unreal Engine development.

Group Projects

- **D.C. Thompson - Beano mobile game**: A mobile game developed in partnership with media company DC Thompson, leveraging the iconic Beano IP to create a unique wellness app for the Chinese market. This app seamlessly combines the charm and beloved characters of Beano with engaging physical activities and playground games, offering a fun and health-focused experience.
- **Warehouse Worker**: A first-person managerial game set in a warehouse where players oversee productivity and enforce AI demands, addressing themes of worker welfare and corporate ethics.
- **A Bonnie Day**: An isometric game where players control a lighthouse keeper's dog, Bonnie, managing daily chores and ensuring the keeper's well-being through various tasks like cleaning, bringing him his medicine and dealing with pesky seagulls.

Others

- Actively participated in multiple game jams, leading the design and technical design implementation. Collaborated with diverse teams to rapidly prototype and deliver game concepts under tight deadlines, ensuring cohesive and fun gameplay experiences.
- Received the Hyper Luminal Award for accessible design with my Honours Project, which focused on enhancing accessibility in game development. This project involved creating innovative solutions to ensure that games are more inclusive and playable for individuals with a variety of abilities, demonstrating my commitment to making gaming experiences accessible to everyone.

Education

- Professional Masters in Games Development, Abertay University
- BHons in Game Design and Production, Abertay University