

Giovanni Tagliamonte

Game Designer

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Portfolio at taglia.co

Personal Summary

- Highly analytical and motivated game designer with an eye for systems and user experiences
- Recently obtained a Master's Degree and has gained various skills both theoretical and practical as part of his studies and in extra-curricular projects
- Deep passions for user-centric design, storytelling and game systems

Commercial Game Project – Fey: Distant Daydream

- Mystery Exploration game with a Retro-3D look with extensive puzzles and dream-like moody atmosphere
- Two-Man project; Responsible for Game Design, Writing and Scripting; Co-Responsible for Programming
- Made in Unity 3D and scheduled for release late 2024

Education

2018-09 – 2023-10: Master of Arts "Digital Games", focus on Game Design (1.2)

University of Applied Sciences Cologne - Cologne Game Lab

Master Thesis: A media studies centered thesis "Akihabara Virtualization of a Hyperreal Space and a beta version of mystery exploration game Fey: Distant Daydream"

2014-09 – 2018-03: Bachelor of Arts "Digital Games", focus on Game Design (1.6)

University of Applied Sciences Cologne - Cologne Game Lab

Bachelor Thesis: A game design-centered thesis "Defining the Soulslike" and a prototype of an online card-based multiplayer board game titled "Mostly Sugar" developed in Unreal Engine 4

2006-07 – 2014-06: General Education, Abitur (1.4)

Helmholtz-Gymnasium, Bonn; Main Subjects: Math and Computer Science

Skills and Experiences

- Experience with multiple game engines through years of smaller projects (Unity3D, Unreal Engine, GameMaker)
- Programming and Scripting Experience (C#, Unreal Blueprints, Java, Lua)
- German (native), English (native level - C2 certified), Russian (near native), Japanese (JLPT N2 certified)
- Familiar with Source Control software (Git) through both game development and small scale translation projects
- Strong passion and in-depth knowledge of media history and game design trends over the years