



# STEFANO D'AMBRA

GAME & UX/UI DESIGNER

📍 Giussano (MB)  
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🌐 [Linked-In](#)  
📁 [Portfolio](#)

## ABOUT ME

I am a game designer with more than 5 years of experience and a background in computer science. During my career, I have worked as a gameplay designer, UI/UX designer, and level designer. I am passionate about video games, virtual reality and technology. That is why I chose an educational path that led me to work in the video game industry.

## EDUCATION

- MSc's Degree in Computer Science  
UNIVERSITÀ DEGLI STUDI DI MILANO  
TECHNICAL GAME DESIGNER COURSE
- Bachelor's Degree in Computer Science  
UNIVERSITÀ DEGLI STUDI DI MILANO
- Programmer Accountant  
ITGC ACHILLE MAPELLI

## HOBBIES

- Videogames
- Playing guitar
- Cooking

## WORK EXPERIENCES

### FUNNY TALES SRL

2022 - NOW  
Milano (Full Remote)

#### ● Game Designer, UX/UI Designer

I have worked as a gameplay designer, technical game designer, and UX/UI designer for many of the PC, VR, and mobile video games (B2B and B2C) that Funny Tales has produced in recent years in Unity.

- **VRider SBK:** I worked on the design of the game working on the tutorial, input system, motion sickness prevention system, reputation and player level management, AI tuning, circuit level design and UX/UI design.
- **Codename: ResUs:** I worked on all aspects of game design of this mobile game even in its most technical components.
- **Il Mondo degli Elli:** I worked on the game and level design of the game as well as UX/UI design.
- **Other B2B experience:** I worked on VR, mobile and web applications/games design for some brands such as Bvlgari, Amplifon, Jakala and Lamborghini Bodacious Kitchens.

### XIDERA SRL

2017 - 2019  
Milano

#### ● Software Developer, UX/UI Designer

I worked as a full-stack developer during my bachelor's studies and then I worked on the UX/UI design and implementation of some AR applications in Unity.

## SKILLS

#### ● Design

Experience in designing gameplay, game mechanics, and UX, translating creative ideas and visions into coherent, balanced, and engaging game systems, with focus on pacing and their technical counterparts in the and documenting them in appropriate design documents and technical documents. Organization of work through scrum and other agile methodologies.

#### ● Game Engines

Unity Engine, Unreal Engine (Blueprint)

#### ● Softwares

Figma, Microsoft Office, Blender, Photoshop, Trello, Git, Vegas Pro

#### ● Programming Languages

C#, Java, Python, C++, C

#### ● Languages

Italian (mother tongue), English (B2, university proficiency test)