



AMANDA PONZIANI

ABOUT ME

I'm a junior game designer with programming skills and a background in UX design.

PORTFOLIO

www.amandaponziani.it

PROFILE

DATE OF BIRTH  
December 14, 2000

NATIONALITY  
Italian

RESIDENCY  
Primiero San Martino di  
Castrozza (TN), Italy

CONTACTS

amandaponziani00@gmail.com  
+393463945500



SOFT SKILLS

Dependability  
Attention to Details  
Time Management  
Teamwork  
Leadership

LANGUAGES

Mothertongue

A1-A2-B1-B2-C1-C2

N5-N4-N3-N2-N1

OTHER SKILLS

B driving license

HOBBIES

Playing the piano  
Singing  
Drawing  
Mountain hiking

WORK EXPERIENCES

- October 2025 - Present

**Leonardo Productions - Unreal Engine Game Developer** (Contract)

  - UX Design:** improved the existing interface through targeted, non-disruptive enhancements.
  - Level Design:** refined level design and open-world mechanics.
  - Programming:** implemented gameplay features using Blueprints and C++.
- May 2025 - September 2025

**Trinity Team SRL - Unity Game Developer** (Internship)

  - Level Design:** designed and implemented 6 tile-based levels.
  - Programming:** developed gameplay systems, in particular UI and boss AI.
  - Producer:** supported a multi-platform project production and coordination.
- May 2024 - September 2024

**Operaludica SRL - Unity Game Developer** (Internship)

  - UX Design:** analyzed the existing UX and produced improvement documentation.
  - Programming:** supported gameplay development and bug fixing.
  - QA Support:** identified and helped resolve gameplay and usability issues.
- November 2022 - April 2023

**Foundation Bruno Kessler - Research Assistant** (University Internship)

  - Contributed to a research study on gamification in learning, supporting experiment organization.
  - Recruited participants and assisted during experimental sessions, providing technical support when needed.
  - Collected and analyzed data, formulating preliminary result hypotheses.

PROJECTS

- Champions Stable: Equestrian Dynasty - Unreal Engine 5 (PC)** - TBD

Horse racing management simulation game.

  - Worked mainly as UX designer and programmer.
- Hell Architect: Survivors - Unity (PC, mobile, arcade)** - TBD

Survivors-like game set in a parodic reinterpretation of Dante's Hell.

  - Worked mainly as level designer, programmer and producer.
- Dragonero: L'ascesa di Draquir - Unity (PC)** - 2024

Turn-based RPG with comic-style graphics.

  - Worked as UX designer and programmer.

EDUCATION

- October 2023 - September 2025 (Bologna, Italy)

**Higher Technical Diploma in Video Game Production for the Consumer Market and for the Industrial, Service, and Cultural Sectors**
- September 2020 - September 2023 (University of Trento, Italy)

**Bachelor's Degree in Interfaces and Communication Technologies (UX Design)**
- September 2019 - September 2022 (F.A. Bonporti Conservatory of Trento, Italy)

**Pre-professional Piano Course**
- September 2014 - June 2019 (Istituto Comprensivo di Primiero, Italy)

**High School Diploma in Applied Sciences**

HARD SKILLS

Intermediate

Intermediate

Intermediate

Basic

Basic

Basic

Basic

Basic