



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

Mother tongue
 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