

# SIMONE LAZZAROTTO

## LEVEL DESIGNER

### PROFILE

I'm a passionate and driven Level Designer, always striving to refine my skills and push creative boundaries. With two years of experience in academic projects and one published title, my goal is to craft levels that leave a lasting impression, engaging players through innovation, technical excellence, and meaningful interactivity.

### EMPLOYMENT

- Family Residence Nuova Orchidea** Jun 2024 - Sep 2024  
**Receptionist**
  - Managing the residence's booking and operational system.
  - Welcoming guests and providing a friendly and professional check-in experience.
  - Assisting guests with any issues related to their apartments.
- Spiaggia 28 Riccione** May 2023 - Sep 2023  
**Beach Attendant**
  - Welcoming and assisting beach customers.
  - Cleaning and maintaining the beach area.
  - Setting up and arranging sunbeds and umbrellas daily.
  - Assembling and disassembling beach equipment at the beginning and end of the season.

### PROJECTS

- Backrooms: The Breathing Factory** Oct 2024 - Nov 2024  
**Level Designer - Technical Designer**
  - Playable open-ended level in UE5 under strict mandates.
  - Participated in level layout, block out and enrichment.
  - Used Blueprints to program the main mechanic and to script jumpscare and ambient sound.
- Religious Silence** Jul 2024 - Oct 2024  
**Level Designer - Game Designer**
  - Horror point-and-click game
  - Participated in production from concept to release.
  - Built level scenes from block out to environment art.
  - Designed, implemented and tested puzzles.
- The Floating Dream** May 2024 - Jun 2024  
**Level Designer**
  - Playable platform level in UE5 under strict mandates.
  - Wrote level design documentation, tested metrics and special mechanics through a gym.
  - Blocked out the level and adjusted it based on feedback.

### CONTACTS

✉ [designedbylazza@gmail.com](mailto:designedbylazza@gmail.com)

in [Simone Lazzarotto](#)

🌐 [Portfolio](#)

### EDUCATION

AIV - ACCADEMIA ITALIANA VIDEOGIOCHI  
Game Design 2023 - Present

### HARD SKILLS

- Unreal Engine
- Blueprint
- Miro
- GSuite
- GitHub

### SOFT SKILLS

- Team Player
- Time Management
- Respectful
- Listener

### LANGUAGES

- Italian (Native)
- English (Fluent)
- German (Basics)

### HOBBIES

