



Hello! my name is Corrado Mariani

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ABOUT ME

I'm a Game Designer and Developer with 6+ years of professional videogame development experience in different roles, working on Mobile Platforms, PC and Nintendo Switch.
I see videogames as a powerful communication medium, capable not only to entertain, but to tell stories and convey emotions.









CORE SKILLS

- » Quick at prototyping mechanics, levels and puzzles and at creating editor tools.
- » Quick at learning new tools and programs if needed.
- » Good at interacting with colleagues from different areas of expertise thanks to a varied technical background.
- » Familiar with the milestone-driven workflow for videogames concepting, prototyping and production.
- » Able to organize personal tasks adapting to company workflow and project documentation guidelines.
- » Capable to give and receive constructive feedback.

LANGUAGES

Italian: *Mother tongue*
English: *C2 (full professional proficiency)*
German: *B1 (basic proficiency)*

TECHNICAL SKILLS

| | |
|---------------------------------------------------------------|-------------------------------------------------------------------------------------|
| Agile tools <i>Jira, Hack'n'Plan, Trello, Miro</i> |  |
| Unity |  |
| C# / UnityScript |  |
| Git (any GUI) |  |
| Adobe Creative Suite |  |
| Node-based shader tools <i>ShaderGraph, Amplify</i> |  |
| Nintendo SDK <i>Devkit, Tools and Backends</i> |  |
| Blender / Spine |  |

WORK EXPERIENCE

- 2020** **2022** **Founder / Game Designer**
giantdoor UG, Cologne (DE)
- » Designing and prototyping mechanics and levels for the studio's upcoming game *Derpy Conga*.
 - » Managing relations with Nintendo to get the game through the eShop publishing process.
 - » Successful applications with the regional Media Board for concept and production funding.
 - » Showcasing at festivals and conventions such as Gamescom and Tokyo Game Show.
 - » Participating in game-focused meetings and business accelerators such as *SpielFabrique*.

- 2015** **2019** **Prototyper / Programmer**
TheGoodEvil GmbH, Cologne (DE)
- » Prototypes creation for customer-commissioned works; polishing (gameplay/UI) and bug fixing.
 - » Development of the in-house Unity framework for node-based game logic/content management.
 - » Design and programming of editor tools to quickly import data from Articy:Draft, Photoshop and Spine into Unity.

- 2014** **∞** **Independent Game Developer**
Cologne (DE)
- » Development of personal and group projects.
 - » Participating in Ludum Dares and Game Jams.
 - » Holding "C# Programming for Unity Prototyping" classes for MA students at the CGL (TH Köln).

EDUCATION

- 2013** **2016** **Game Development & Research MA**
Cologne Game Lab, Cologne (DE)
- 2010** **2013** **Communication Design BA**
Politecnico di Milano, Milan (IT)

AWARDS

- 2019** **DEP - Ubisoft Best Newcomer Nominee**
Derpy Conga, giantdoor UG
- 2018** **DGP - Bestes Kinderspiel Nominee**
Der Lowe, TheGoodEvil GmbH
- 2017** **AMaze - Honorable Mention**
Whisper, Personal Project