

Alex Camilleri

Game Designer

Contact

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Education

NHTV Breda University of Applied
Sciences (Netherlands)
B. Eng. in Game Design (cum laude)
2011 - 2015

Liceo Scientifico "Stanislao
Cannizzaro" (Italy)
High School Diploma
2008

Languages

English (Fluent)
Italian (Native)

Skills

Game Design

Digital (Unity, GameMaker)
and Paper Prototyping

Level Design (Unity, Maya,
UDK)

Visual Scripting (Unity
PlayMaker, UDK Kismet)

Programming (Unity C#, GML,
HTML, CSS, JS)

Bug Tracking (Mantis, Bugzilla)

Public Speaking

Profile

I'm a game designer in love with the great power of games to trigger emotions in players. I enjoy building games with tight mechanics; as well as experimenting with game elements to create exciting game experiences. I enjoy working in teams as well as solo. Despite being trained as a game designer, I can also do some programming and art.

Work Experience

Kalopsia Games – *Memoir En Code, Memoir En Code: Reissue [PC]*

Founder, Game Designer (June 2014 – Present)

Developed and released an autobiographical game now available on Humble Store, itch.io and Steam.

Camera Games – *Unannounced [PC, Xbox One, PS4]*

Level Designer (February 2016)

Designed and white-boxed nine map layouts for an unannounced isometric rogue-like game made in Unity.

Hybrid Play and Games – *Space Agent [iOS, Android]*

Game Designer (September 2014 – January 2015)

Designed game progression and reward system for a mobile game targeted to kids. Rewritten the entire project documentation after joining the team.

Sony Guerrilla Cambridge - *RIGS [PS4]*

Design Intern (April 2014 – May 2014)

Designed two multiplayer maps in Maya with the purpose of testing gameplay features and experimenting with game modes.

Vlambeer – *LUFTRAUSERS [PS3, PSVita, PC]*

Game Tester (January 2013 – May 2013)

Tested and bug tracked the game during part of its development.

Breathing Bits – *SpaceTramp [PC], There Will Be Mountains [Mobile]*

Game Designer (July 2012, July 2013)

Designed and tweaked gameplay and GUI. The games won the Winning Game Award at the Brains Eden Gaming Festival 2012, as well as the Winning Game Award and the Winning Mobile Award at the Brains Eden Gaming Festival 2013.

Double Jungle S.a.S. – *Gua-Le-Ni or: the Horrendous Parade [iOS, Android]*

Game Tester (September 2011 – November 2011)

Tested and bug tracked the game during the final part of its development.

Referees

Lucas Van Muiswinkel
Senior Producer

Sony Guerrilla Cambridge

<http://nl.linkedin.com/in/lucasvanmuiswinkel>
lucasvanmuiswinkel@gmail.com

Louise P. Matjeca
CEO

Hybrid Play and Games

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Interests and Passions

I love making and playing games with powerful emotional impact. When I am not developing games I am usually taking pictures with my full-frame camera, doodling or listening to rock music. Swimming in the sea (if the water is not too cold) makes me happy.

Public Speaking

Northern Game Summit 2016 (Kajaani - Finland, October 2016)

Drawing from our lives: the importance of our identity in games

SpilBar #31 (Copenhagen - Denmark, September 2016)

From life to games

Creative Coast Festival #2 (Karlshamn - Sweden, May 2016)

Game Design as a self-reflexive practice

Codemotion 2016 (Rome - Italy, March 2016)

Games and Autobiography: Game Design is my psychologist