



Stefano Borraccino

Good morning,

I'm a second year student of Digital Arts & Entertainment. I would be really happy to join your company in a junior position either as a game designer or as a producer.

The curriculum I'm currently studying, Independent Game Production, gives me a well-rounded set of competence to cover these positions. I can design concepts for games and make prototypes to show their potential in the quickest possible way. I've also knowledge of how the production pipeline works and I proved my skill in organizing work in a game project.

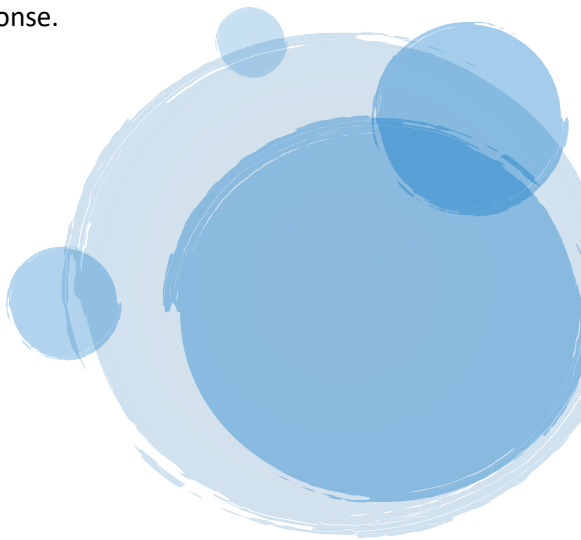
I'm driven by a strong passion for art, games and video games since I was a kid. I've always had an artistic mind, loving to draw comics and watch animated movies.

I then decided to make this passion a job. I made this decision very early in my school journey, after I played Persona 5 Royal. After finishing that game I felt that a new type of art was being used, not just a visual one or a musical one, but an interactive art, innovative and beautiful.

That was the spark that led me to start this journey, searching this brand new art. I think that video game art has a great potential although mostly unexpressed. Many paths still uncharted, many treasures still undiscovered. My wish is to express everything this form of art has to offer, making brilliant games that people will have fun playing and will remember with delight for years to come.

I think your company would be a great place to explore this uncharted paths, while building and delivering solid game projects.

I'm looking forward to your response.



+39 3207055924



stefo.borraccino@gmail.com



<https://stefoborraccino.wixsite.com/stefano-borraccino>