

DETAILS

CONTACT



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LINKS



https://www.linkedin.com/in/ste fano-borraccino-4141122a2/



My portfolio website:



LANGUAGES

- English (Fluent)
- Italian (Native)

SKILLS

- C# Programming
- SQL Programming

STEFANO BORRACCINO

GAME DESIGNER

EDUCATION

Howest Hogeschool, Kortrijk

2023 - PRESENT

Digital Arts & Entertainment

Curriculum: Independent Game Production

Second Year: I passed all my courses at first try

- Developing a game for a client, taking the role of PROJECT MANAGER and DESIGNER in a semester long project.
- Took part in 2 GAME JAMs.
- **DESIGNED** and **PROTOTYPED** several game concepts and turned one of them into a vertical slice.
- Produced natural scenes in UNITY HDRP and 3D animated assets using **PBR** workflow.
- Learned how to use **DESIGN PATTERNS** for coding, **ADVANCED** C# techniques, SQL and HTTP.
- Learned to PLAN the production and marketing of a game keeping track of costs and revenues.

First Year: I passed all my courses at first try

- Produced several 3D scenes using MAYA and BLENDER.
- Worked in a TEAM to develop a Deck Builder game using UNITY.
- Programmed games in C# using MONOGAME and UNITY.

IIS Evangelista Torricelli, Rome

2018 - 2023

Liceo Scientifico - High School

Well rounded High School focused on Math, Physics and Science.

Graduated with Max Grades: 100/100

OTHER EXPERIENCE

Talk on Working in the video game industry

2024

I gave a talk in my former high school about video game industry, inviting an Italian Indie Developer.

https://www.linkedin.com/feed/update/urn:li:activity:7160196925177147395/

Won a Game Jam about making a text adventure game

2021

Took part in the Game Jam with a friend. I worked on the game design.

Football Coaching

2022 - PRESENT

For U16 and U15 team, both in Italy and Belgium

John Cabot Univeristy contest

2021

Won a prize given by John Cabot University for best concept for an app.

School Magazine

2021 - 2023

Wrote articles for school magazine about VIDEO GAMES.