

# Alberto

# Arosio

## Game Designer

## Summary:

I'm a Game Designer with a technical background, I shine when I'm dealing with numbers and complex systems.

I have balanced multiple progressions and in-game systems, designed levels from scratch, balanced AIs and streamlined work pipelines to increase efficiency. I've also implemented features by coding them directly in engine.

## Personal Info:

 Biassono (MB), 20853, Italy

 +39 3488210814

 [Alberto.Arosio91@gmail.com](mailto:Alberto.Arosio91@gmail.com)

 <https://arosioalberto.com>

 [alberto-arosio-920b3588](https://www.linkedin.com/in/alberto-arosio-920b3588)

## Skills:

### Languages:

- Italian: Native
- English: Advanced

### Soft Skills:

- Remote Working Management
- Problem Solving
- Distributed Teamwork

### Work Skills:

- MS and Google Office Suites
- Trello / Smartsheet
- In-game prototyping
- Math & Physics
- Unity3D
- C#
- Git

## Education:

2010 – 2014: **Bachelor's degree in computer science engineering.**  
Politecnico di Milano, Milan (Italy).

## Passions and Hobbies:

- Videogames
- Boardgames
- Puzzles & Brainteasers
- Guitar
- Skiing
- Chess

## Work Experience

**Game Designer (system): Coreloop**  
**Full Remote**

*September 2024 – April 2025*

Worked on **World Eternal Online**, a mobile, live ops, RPG-like game, in a distributed team of around 20 (4 in the design team) working remotely in multiple locations all over the world.

- **System Design:** economy, rewards, growth curves and anything related to the progression.
  - Mathematical analysis with MS Excel, Wolfram and Desmos.
- **Data-Oriented Content Creation:**
  - CSV and YML based content creation
  - Data validation

**Game Designer: Digital Tales**  
**Milan, Italy (Remote).**

*July 2019 – February 2023*

Worked on **Assetto Corsa Mobile, SBK Official Mobile Game, Venetia 1100 A.D.** and B2B projects in a distributed team of around 30 (5 in the design team) working remotely in multiple locations.

- **Level Design:** from hand drawn sketches to final implementation.
  - For multiple genres: top-down, side-scroller, snake-like, racing, and more
- **System Design:** economy, rewards, growth curves and anything related to the progression. Both for F2P and premium games.
  - Mathematical analysis with MS Excel, Wolfram and Desmos.
- **Vehicle physics and AIs:**
  - Spline creation with in-house tool.
  - AI balancing based on difficulty and target lap times.

**Technical Designer: Freelance**  
**Milan, Italy (On-site)**

*January 2018 – June 2019*

Worked on the development of multiple VR/AR experiences for advertising in a small team of less than 10 members.

- Development and design of Unity, AR and VR B2B applications.

**Technical Designer: Studio Albatros**  
**Milan, Italy (Hybrid)**

*January 2015 – September 2017*

Worked on the development of **Laika 2.0** in a small team of 5 core members and multiple external contractors.

- **Level Design:** from hand drawn sketches to final implementation.
- **Enemy Design:** from behavior design to final implementation.
- Implementation of the Steam API and everything Steam related.

*I hereby consent to the processing of this CV and the personal data contained in this document by anyone who receives this document for the sole purpose of considering my application for employment opportunities, in accordance with Article 6.1(a) of GDPR (EU) 2016/679.*

**Alberto Arosio**



**Mensa Member**