



# Matteo PALOMBO

Junior Game Designer

Voluntary and creative, I enjoy designing game mechanics that I can turn into reality through prototyping. Determined to continue working in this industry, I am currently seeking a new freelance mission or a permanent contract.

## Contacts

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palombo.matteo148@gmail.com

My website : [Link](#)

Itch.io: [Link](#)

Linkedin: [Link](#)

## Technical skills

GD Documentation

Level Design

Prototyping

Engine integration

## Soft skills

Meticulous

Efficient

Attentive

Responsive

Problem solver

## Languages

French: Native

English: Advanced

## Personal interests

Reading / Writing

Badminton

Rock dance

Card collector

## Work Experiences

### Terraforming Mars (Colonies extension) 2025

Game Design freelance at Artefacts Studio / 2 months

Adaptation of a 2D strategy board game / Multiplayers

### Korridor 2025

Game Design stage at Tiny Toad / 2 months

Shooter 3D / Complex system design / 1 player

## Personal Projects

### Echoes of Seasons 2024-2025

Lead GD of final year school project / 8 months

3D Puzzle, exploration / Various features, levels / 1 player

### Inner Curse 2024-2025

Solo development project / 2 months

2D boss fighter / Game-feel oriented / 1 player

### Matter of Colors 2023

Solo development project / 2.5 months + playtest session at school

3D Platformer / Multiple features, challenging / 1 player

## Main Software

Unity

Unreal

Photoshop

Miro

Notion

Office

## Education

### Bellecour Ecole, Lyon 2022-2025

Bachelor's degree graduate in Game Design

### Lycee Charlie Chaplin, Décines 2019-2022

General Baccalaureat, specializing in Mathematics/Physics Chemistry