

# SIMONE LAZZAROTTO

## LEVEL DESIGNER

### CONTACTS

✉ [designedbylazza@gmail.com](mailto:designedbylazza@gmail.com)

in [Simone Lazzarotto](#)

🌐 [Portfolio](#)

### SKILLS

- Documentation
- Blockout
- Scripting
- Encounter Design
- Storytelling
- Scrum

### SOFTWARE

- Unreal Engine
- Hammer
- Dark Radiant
- Miro
- GitHub
- GSuite
- MSOffice
- Audacity

### LANGUAGES

- Italian (Native)
- English (Fluent)
- German (Basics)

### HOBBIES



### PROFILE

As a level designer, I focus primarily on single-player levels, with a strong emphasis on story, exploration and combat.

I love experimenting with different workflows, tools and approaches to the craft. I also thrive in collaborative environments where iteration and clear communication are essential, and I always look forward to receiving feedback on my designs to push them further.

### EDUCATION

**AIV - Accademia Italiana Videogiochi** Oct 2023 - Jun 2026  
**Game Design & Level Design**

The program covered game design and level design theory, documentation, scripting, and agile and scrum workflows. Through weekly assignments, I worked on five small-scale levels, both solo and in collaboration with other designers. I'm also contributing to a larger final game project developed across multiple academy courses, including programming, narrative design, and art, which has been showcased at three Italian fairs so far.

### PROJECTS

• **Whispered Lullabies (Unreal Engine 5)** Nov 2024 - Ongoing  
**Level Designer - Game Designer**

Owning the entire level design process for the Private Rooms level, from concept to blockout. I was also responsible for the entire first iteration of the Garden, the game's main hub, and am collaborating on its subsequent iterations with the team.

I'm also acting as project lead, working within a scrum framework, coordinating communication and collaboration across departments and level teams, and representing the project at multiple Italian fairs and events ahead of its Steam release.

• **Scenario 22B (Hammer - Half-Life 2)** Oct 2025 - Jan 2026  
**Level Designer**

Solo project focused on encounter design and scripting, with big action setpieces. I followed a highly iterative process, with early and frequent playtests.

The map has been published on the [Steam Workshop](#), with over 1000 downloads and an average rating of 4 stars.

• **Oathbreaker (DarkRadiant - The Dark Mod)** Nov 2025 - Dec 2025  
**Level Designer**

Owned the full production process of the Basement section, from concept to set dressing, with a strong emphasis on player choice and multiple approaches. Scripted enemy patrols, key-lock logic, secret passages, and tool-based interactions.