

SIMONE LAZZAROTTO

LEVEL DESIGNER

CONTACTS

✉ designedbylazza@gmail.com

in [Simone Lazzarotto](#)

🌐 lazzarottosimone.com

SKILLS

- Documentation
- Blockout
- Encounter Design
- Storytelling
- Blueprint
- Scrum

SOFTWARE

- Unreal Engine 5
- Hammer
- Trenchbroom
- DarkRadiant
- 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 approach every project with a high level of initiative and intentionality, enjoying the process of solving design problems through iteration and collaboration. Since level design sits at the intersection of multiple disciplines, I deeply value clear communication, feedback and working with different teams to reconcile their goals into a cohesive player experience.

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 **5 small-scale levels**, both solo and in collaboration with other designers. I'm also contributing to a larger final **game project** developed with fellow students in programming, narrative design, and art courses.

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
- Responsible for the entire first iteration of the Garden, the game's main hub, and am collaborating on its subsequent iterations with the team
- Acting as **project lead**, managing a team of **16 students** and working within a **Scrum framework**
- The project has been presented at **3 Italian fairs and events** so far, ahead of its Steam release

• **The Collector (Unreal Engine 5)** Apr 2026 - Jun 2026
Level Designer

- Designed a **non-linear, hub-based** level focused on exploration and narrative
- Crafted an **architecturally-driven blockout** using weenies and distinctive spatial compositions to guide player navigation and encourage exploration
- Scripted objectives, progression gates and dynamic events with **Blueprints**
- Iterated on the level through **20+ playtesters** to refine pacing, readability, cognitive load, and overall flow

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

- Designed a fast-paced action level focused on **encounter design, combat pacing, and large-scale set pieces**
- Very **iterative design** process with frequent playtesting and revisions
- Published on the **Steam Workshop**, with over **2000 downloads** and **94% positive** reviews