

SIMONE LAZZAROTTO

LEVEL DESIGNER

CONTACTS

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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 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 **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