

SIMONE LAZZAROTTO

LEVEL DESIGNER

CONTACTS

✉ designedbylazza@gmail.com

in [Simone Lazzarotto](#)

🌐 [Portfolio](#)

SKILLS

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

SOFTWARE

- Unreal Engine
- Hammer (Source)
- DarkRadiant (IdTech4)
- 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**. 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, managing a team of **16 students**, and represented the project at **3 Italian fairs and events** so far, 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 **1800 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.