

SIMONE LAZZAROTTO

LEVEL DESIGNER

CONTACTS

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in [Simone Lazzarotto](#)

🌐 [Portfolio](#)

EDUCATION

AIV - ACCADEMIA ITALIANA VIDEOGIOCHI
Game Design 2023 - 2026

SOFTWARE

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

SOFT SKILLS

- Team Player
- Time Management
- Respectful
- Listener

LANGUAGES

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

HOBBIES



PROFILE

To me, level design is the glue between disciplines: the place where everything comes together into a playable experience.

I focus primarily on single-player levels, with a strong emphasis on narrative, exploration and combat.

I always enjoy experimenting with different workflows, tools and approaches to the craft. I also thrive in collaborative environments where iteration and clear communication are essential.

EMPLOYMENT

- **Family Residence Nuova Orchidea** Summer 2024 & Summer 2025
Receptionist
- **Spiaggia 28 Riccione** May 2023 - Sep 2023
Beach Attendant

PROJECTS

- **Whispered Lullabies (Unreal Engine 5)** Nov 2024 - Ongoing
Level Designer - Game Designer
 - Responsible for the main garden hub and private rooms levels.
 - Collaborating closely with narrative and art to shape exploration-driven progression and mood.
 - Acting as project lead, coordinating communication and collaboration across departments and level teams, and representing the project at multiple Italian fairs and events, ahead of a Steam release.
- **Scenario 22B (Hammer - Half-Life 2)** Oct 2025 - Jan 2026
Level Designer
 - Responsible for the whole level from concept to release on the Steam workshop.
 - Pushed scripting skills to craft varied cinematic combat scenarios that encourage player choice.
 - Highly iterative process based on early & frequent playtesting, leading to meaningful adjustments in scale, cover placement, encounter design and narrative clarity across multiple sections.
- **Oathbreaker (DarkRadiant - The Dark Mod)** Nov 2025 - Dec 2025
Level Designer
 - Responsible for the basement section of the level, with strong emphasis on player choice and multiple approaches.
 - Worked extensively with game systems and scripting, including enemy patrols, key-lock logic, secret passages and tool-based interactions.
 - Balanced spatial layout, visibility and AI behavior to support systemic stealth gameplay and emergent player solutions.