



ANDREA MERCURI

02/06/1990

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Portfolio:
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LANGUAGES

Italian – Mother tongue

English – Good

French – Basic

SKILLS

WORK

Game Development:

Unity3D, Unreal Engine.

Programming Languages:

C# (Unity), Blueprints Visual Scripting (Unreal Engine).

Graphic tools:

Photoshop, Illustrator, Blender.

Various:

Perforce, Git, Slack, Trello, Source Tree, Miro, Confluence, Google Suite, Microsoft Office Suite.

PERSONAL

Strong communicator, able to connect with people of all ages, backgrounds, and cultures.

Highly organized, skilled at planning, prioritizing, and meeting deadlines.

Intuitive, precise, and responsible, with a proactive approach to challenges.

SUMMARY

Game Designer with 10+ years of experience turning creative visions into engaging, immersive gameplay across PC, mobile, and console. Proven expertise in blending combat design with narrative, and collaborating with cross-functional teams as both contributor and team lead.

PROFESSIONAL EXPERIENCES

Principal Game Designer

08/2019 – Present

Studio Cima (Full Remote)

Worked on the development of the video game *The Perfect Pencil* for PC and console.

Senior Game Designer

02/2019 – 12/2025

Reply Game Studio

Worked on the development of the video game *Soulstice* for PC and console. After its release, contributed to the development of the DLC and two unannounced new projects for PC and console, focusing on both design documentation and in-engine prototyping (Unreal Engine 5).

Game Designer | AR/VR Unity Programmer

10/2018 – 01/2019

AnotheReality

Worked on the development and design of various AR/VR videogames and applications.

Game & Level Designer

04/2018 – 10/2018

Lunar Great Wall Studios

Worked on the development of the videogame *Another Sight* for PC and console.

Project Manager | Designer | AR Unity 3D Developer

06/2017 – 01/2018

Taocom Srl / It's Real

Developed several projects, including Augmented Reality applications. One of these was an AR app for SWM Motors used during EICMA 2017.

Game Designer

09/2017 – 10/2017

Colto Srl

Designed and developed concepts for several games in production at the time of my collaboration.

Game Designer | Game Programmer | Project Lead

03/2016 – 03/2017

Digital Bros Game Academy

Developed numerous 2D/3D games in different roles during the academic year:

- *Pong Legendary Battle* (Construct 2) | *PowMeow* (Construct2)
- *Indiana Bones* (Unity3D) | *Splash Impact* (Unity3D) | *Cascadia* (Unity 3D)

Game Designer | Game Programmer

06/2015 – 07/2016

XSight Co.

Developed Project Acutize, an app/game for sight training, published on iOS and Android.

Game Designer | Game Programmer

04/2015 – 2018

Independent Developer

- Winner project of the Hackaton organized by *Corriere della Sera* with the game *We News*.
- Created several personal projects showcased as playable demos at events in Milan, including New Game Designer, Game Over Festival, and Milan Games Week.
- Served as Game Designer, Programmer, and Team Leader at Global Game Jam Milan (2015–2018), developing Cosplay Party, Obsession, Alone In The Brain, and Space Diplomacy.
- Developed and published games entirely by me on Google Play Store for Android:
KoLoKo (Arcade Game) | *Unseen: Fragments* (Horror Game) [01/2015 – 07/2015]

EDUCATION

Date: 03/2016 – 03/2017: **Game Design** - **Digital Bros Game Academy**

Scolarship in Game Design.

Date: 10/2009 – 04/2014: **Degree in Digital Communication** - **University of Milan**

Developed the prototype of the video game *Dreamers* during the Online Game Design course, serving as Project Lead.