



## ANDREA MERCURI

02/06/1990

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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

Scholarship 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.