

# Curriculum Vitae

## Personal information

First name / Surname **Robin Di Capua**  
Gender Male  
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Nationality Swiss  
Date of birth 19.07.1983

## Profile overview

- Game design degree obtained at ITU of Copenhagen with Master Thesis in cutting edge theories on level design through usage of Unreal Editor for development purposes
- Actual skills cover different areas: paper prototyping, write a full design document, implement scripts to manage player interaction with the game world, building levels in an editor, test usability and user experience of the game
- Participated at Nordic Game Jam in 2007 and 2008 as game designer for the games 'Ice Maze' and the award winning game 'Dark Room'
- Worked as tester for the game 'Recoil: Retrograd' from the Danish team Zeitguyz in the fall 2007
- Entered IGF 2009 with the game 'De Menezes International' where I covered the role of game designer and level designer
- Since 2009 I have been working as Lead Game Designer at Millform for the mobile location based social game 'Gbanga'

## Desired employment **Game Designer, Level Designer**

### Education

**Swiss Federal Institute of Technology of Lausanne (EPFL)**, Switzerland  
*Bachelor in Computer Science*, September 2006

**Information Technology University of Copenhagen (ITU)**, Denmark

*Master of Science in Media Technology and Games, Design and Analysis*, February 2009

### Employment

**Millform AG**, Switzerland - *Lead Game Designer, June 2009 – Present*

- Work on the game design of the location based mobile game 'Gbanga' ([www.gbanga.com](http://www.gbanga.com))
- Develop in house API
- Implement game content (location based quests) using LUA scripts
- Responsible of QA with usability testing and user experience testing

## Skills and competences

Languages	Italian	Mother tongue
	French	Fluent
	English	Fluent
	German	Basic

- Key strengths
- Strong sense of responsibility
  - Good team player
  - An eye for detail
  - Communication and interpersonal skills

- Computer skills
- Unreal Engine: Unreal Editor (Unreal Tournament III and Gears of War)
  - Source Engine: Hammer Editor
  - LUA scripting language
  - SVN, Database tools
  - Basis of Java, Python, C and Scala
  - Microsoft Office tools

- Videogames competences
- Extensive experience and knowledge of videogames covering all genres
  - Historical knowledge of market trends and charts for the different generations
  - Deep understanding of marketing strategies for software and hardware in the previous and recent generations of consoles
  - Rich terminology of videogame concepts and theories from game studies
  - Deep understanding of gamers through personal experience, websites, forums, conferences and etc.

- Master Thesis - <http://www.robindicapua.ch/thesis.html>

Brief description: My Master Thesis allowed me to specialize in the area of level design involving *interaction design*, *environmental storytelling* and *narrative architecture* as well as gaining proficiency with the Unreal Editor. This thesis shows my ability to implement theories from the *game studies* into the development of a level as well as testing and analysing user experience with the use of game metrics and qualitative methods.

**Driving licence** B Switzerland

- Hobbies**
- Videogames
  - Anime & Manga
  - Kickboxing