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Age & Birth 37 years old, 14th August 1981, Italian

ANDREA DI STEFANO


**Video game producer and
designer**



 **English:** Fluent

 **French:** Native

 **Italian:** Native

 **Japanese:** Elementary (learning)

Work

2015 – PRESENT, FOUNDER, DESIGNER/DEVELOPER – [Mode4 VOF](#)

- * Co-management of the company, creation of original IPs and contract work
- * Designer/Developer on Bombslinger (Q1 2018, Xbox, PS4, Switch, PC)

2013 – PRESENT, LECTURER AND GAME DEVELOPMENT CONSULTANT

- * Consultant in game design, VR and production-related fields, serious games (medical)
- * Lecturer in production management and game design - [Saint-Luc, Brussel, Belgium](#) - [HEAJ: Game production school, Namur, Belgium](#) – [Supinfogame, Valenciennes, France](#)
- * Creator of the [Brotaru gamedev nights](#) and the Monster GameJam in Brussels

2009 – 2014, PRODUCER / LEAD GAME DESIGNER/ BOARD MEMBER - [Fishing Cactus, Mons Belgium](#)

- * Pitching projects to high-profile partners (SEGA, Microsoft, Samsung...), business development
- * All sorts of design/management/producing-related tasks across many game genres and platforms
- * Defining the long-term company strategy from a 6-person indie studio to a 30+ mid-sized developer

Some games I worked on: *Creatures Online (iOS/PC, unreleased)*, *Shift Series (3DS/iOS/Android/OSX)*, *After Burner Climax (iOS/Android)*, *Trenches (iOS/Mac)*, *Paf le chien/Space dog (iOS/Android)*, *Dimension (Samsung Bada)*, *Powerball (iOS)*, *Subway (iOS/Android...)* some *Kinect-based serious games (Healthcare, Defense, Fitness...)*, several unreleased projects.

Education

- * **2007-2009 Master:** Game Design / Production Management, [Supinfogame](#), VALENCIENNES – FRANCE
- * **2004-2007 Master:** Screenwriting, cinema's history and philosophy, [ULB](#), BRUSSELS – BELGIUM
- * **2001-2006 Master:** Communication / Socio-Cultural Mediation, [ULB](#), BRUSSELS – BELGIUM
- * Previous education in Italy and Luxembourg (European School)

Skills and knowledge

PROJECT AND TEAM MANAGEMENT

- * Lead a team from vision to implementation
- * Business development and recruitment
- * Platforms publishing (PC/Mobile/Consoles)
- * Business models (F2P, Premium)
- * Manage external team, outsourcing
- * Manage proprietary technical pipelines
- * Represent the project with the media and community
- * Experienced in Waterfall and Agile
- * Localization, QA, Bugtracking

PRODUCTION AND GAME DESIGN

- * Design from vision to low level documentation
- * Able to lead and manage a game design team
- * Quality games pitches and design specs
- * Development experience in Unity
- * General Design, Flowcharts, Environmental design
- * Visual Studio, C# Scripting
- * Experience in touch/motion controls and VR
- * Good knowledge in Adobe package (PS, AI, PR...)
- * Varying exp. in sound editing an integration (Fmod)

Random Facts

- * Car driving license
- * Some experience with crowdfunding

1) 2015-2018, Mode4 – Founder and co-manager.

Entertainment games.

Creation and daily management of a small, flexible game development studio based in Brussels, Belgium. Focusing on creating original games and IPs with a regular on-site team of 3 to 6 people, for a total of 20+ collaborators on the company's project (2D art, 3D art, programming, QA). Managed the outsourcing of audio design, music production and localization.

The company's project, Bombslinger, a retro-inspired entertainment game, was released this year on Nintendo Switch, Xbox One, PC.

Company : Mode4 VOF
Software, language : Unity3D, C#, Git

Responsibilities:

- Business development on the company and project scale (publishing and financing deals, etc.)
- Assessing the production process in regards to the scope, planning, budget (mix of Agile and Waterfall project management, based on the development's phase).
- Designing all the project's features and overseeing their implementation.
- Managing the production team's (internal and external) tasks through tools like Favro, Trello, Excel and bug tracking through Mantis.
- Managing external contacts (business, publishing and financing, press, consumers, etc.).
- Following up with external partners like Nintendo and Microsoft to make sure the project fitted all their guidelines and requirements.
- Finding and interviewing new team members.
- Scripting several parts of the project in C# and integrated many visual assets, UI and sound in Unity3D.

2) 2009-2014, Fishing Cactus, designer, project manager / producer

Entertainment games, applied games and apps.

Joined the company as the first employee and moved on to the direction after a year. The company grew from 5 to 30+ people plus multiple outside collaborators. The studio tackled many different projects (original IPs and work for hire, B2C and B2B.), platforms, business models, applied games.

Had a part in all aspects of running the company and worked on several projects as a game designer, project manager, producer, creative lead.

Company : Fishing Cactus
Software, language : Proprietary multiplatform engine and tools, Unity3D

Responsibilities:

- Being a creative lead and producer on a 3+ years project with an internal team of 10 and several external collaborators, from initial design to development. The project was a mobile/PC 3D free-to-play pet game based on advanced neural network AI. It was cancelled after my departure due to the publisher 'pivoting' its strategy.

- Business development: pitching projects to high-profile partners (SEGA, Microsoft, Samsung...), reporting to internal and external stake holders.
- Managing the development of the studio's proprietary technology and tools alongside the development of projects using them.
- Working on several applied games for several clients (fitness, military training, advertisement...) as designer and project manager.
- Working on both internal projects and existing IPs (reporting to the IP holders).
- HR: Interviewing new recruits and handling personnel turnover. Mentoring new designers and producers.
- Helping in defining the short-term to long-term company strategy.
- Game design solution and implementation (with artists and coders) across many projects, platforms, business models.
- Porting projects to new platforms by adapting to technical and ergonomics limitations.
- Representing the company and projects in the media (TV, print, web, community...).
- Working as a designer/producer on mobile games development and API implementation for F2P and premium projects.
- Working as a designer/producer with motion devices ergonomics like the Wiimote and Kinect.

3) 2014-2018, Game production and design consultant.

Either independently or through my company, I consulted on several occasions for game design and production related tasks. I organized Belgium's largest monthly meetup as a means to be connected with Belgian IT and gamedev professionals and companies.

Responsibilities:

- Solving technical hurdles like optimizing PC-only VR applications for use on Gear VR.
- Design and proposal for VR features and ergonomics implementation.
- Gamification of non-gaming apps (fintech, messaging...).
- Recruitment of personnel for specific production tasks like Unity3D trained artists and coders.

4) 2013-2018, Game production lecturer

Mentored last year game design and production management Bachelor or Master students in three well-regarded schools (Belgium and France). Worked with them on solving a wide variety of issues on 100+ projects on several platforms (pc, game consoles, VR, mobile).

Responsibilities:

- Mentoring students in project management and game design theory and implementation.
- Acting as an external producer and stakeholder on a wide variety of projects and platforms.
- Solving the team's issues in regards to HR, skillset, scope. This sometimes resorted to finding external teams for joint ventures.

Software : Unity3D, Unreal Engine, Game Maker