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Age & Birth 33yo, 14th August 1981, Italian

ANDREA DI STEFANO

Hi! I'm a video game designer and producer!



 **English:** Fluent

 **French:** Native

 **Italian:** Native

 **Japanese:** beginner

Work

2015 - present INDEPENDENT DESIGNER, DEVELOPER AND COMMUNITY FIGURE

- * Consultancy in game design and production-related fields
- * Creator of the [Brotaru gamedev nights](#) in Brussels.
- * Creator of the [Monster GameJam](#) in Brussels.

2013 - present LECTURER

- * Games Design and production management- [HEAJ: Game production school, Namur – Belgium](#)
- * Games Design and programming - [Supinfo game – Valenciennes, France](#)

2011 - 2014 ACTIVE BOARD MEMBER - [Fishing Cactus, Mons Belgium](#)

- * Defining the long-term company strategy from a 6-person indie studio to a 30+ mid-sized developer
- * Helped running the day to day life of the company: recruitment, infrastructure, production processes improvement, etc.

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

- * All sorts of design/management/producing-related tasks across many game genres and platforms
- * Pitching tens of projects (quality documents and presentations) to high-profile partners (SEGA, Microsoft, Samsung...)
- * Agreements/negotiations and handling of client relationship on several projects, remotely or face to face

Some games I worked on: *Creatures Online (iOS/PC)*, *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/cancelled projects or prototypes.

Education

- * **2007-2009 Master:** Game Design / Production Management, [Supinfo game](#), 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

GAME DESIGN

- * From vision to high and low level design
- * Able to lead and manage a game design team
- * Quality games pitches and design specs
- * Exp. in touch/motion controls and Oculus Rift

PRODUCTION

- * Variable scripting knowledge (JS, C#, LUA, AS3)
- * Good knowledge in Adobe package (PS, AI, PR...)
- * Varying exp. in sound editing an integration (Fmod)
- * Localization management, QA, Bugtracking (Mantis)

PROJECT/TEAM MANAGEMENT

- * Lead a team from vision to implementation
- * Good team communicator and middle-man
- * Represent the project/team with the media and community
- * Experience in Waterfall and Agile (and combos!)

ENGINES AND LEVEL DESIGN

- * Average exp. with Unity
- * Basic exp. with 3D packages (Sketchup, 3DSmax ...)
- * General Design, Flowcharts, Environmental design
- * Past exp. with several engines: Cry Engine, UDK, Warcraft 3

Interests and Random Facts

- * I love and take part in Game Jams!
- * I've been learning electric guitar for 18 months now
- * I have a regular (European) driving license
- * Astronomy! Started stargazing a few months ago ☺