



Tommaso Bovio

GAME DESIGNER

Contacts

- Milan, Italy (open to full remote, hybrid and relocation)
- tommybo99@gmail.com
- [LinkedIn](#)
- [Website portfolio](#)

About me

- Interested in Combat and Character Design
- Passionate for co-op and multiplayer games
- My objective is to create games that friends can have fun playing together

Languages

- Italian - Native language
- English - C1 IELTS
- German - Elementary knowledge

Technical Skills

- Unreal Engine
- Unity 3D
- Adobe Suite
- Figma
- GitHub
- Google Workspace

Education

- **Event Horizon School** - Milan 2019/22
Game Design Course
- **Artistic School Umberto Boccioni** - Milan 2013/18
Multimedia Arts Course

Work Experience

Combat/Physics Designer | *Nacon Studio Milan*

Terminator: Survivors | Oct 2023 - Present | Team size ~ 70

- **Enemy Design & AI:** Written design documentation, implemented and tuned enemy behaviours, movement, and attack patterns.
- **Encounters & Fight Director:** Analysed and integrated a Fight Director system to assign dynamic AI roles, combat zones, and pace tactical encounters.
- **FPS Weapon Mechanics:** Designed, tuned, and balanced FPS weapon systems (recoil, camera shake, damage, TTK calculations) using curves and spreadsheet data.
- **Destructible Items:** Implemented physics and destructible props utilizing UE5's Chaos plug-in and Geometry Collections.
- **Combat Feedback & Animation:** Researched and integrated player/enemy animation polish, emphasizing clear visual (VFX) and audio (SFX) telegraphing for enemy attacks.

Game Designer | *Develop Players*

Eye Riders | Mar 2023 - Oct 2023 | Team size ~ 5

- Study of the game design and how to adapt it according to the training of different mental functions for the user;
- Study, prototype, testing and implementation of the game levels.

Other Projects

Level Designer, Game Designer | *Rolling Koala*

Rebel Robot Project | Jan 2022 - Jul 2022 | Team size ~ 15

- Study and implementation of the level 2D and 3D layouts.
- Design, documentation and implementation of the Ability and Shooting mechanics.

Game Designer | *Coyote & Co*

NYX: Nine Lives | Global Game Jam 2022 | Team size 8

- Design main mechanics and help the with the code writing.