



 Milan, Italy

 [/in/matteo-breda/](#)

 [matteobreda.com](#)

About Me

I am a Game Designer with a knack for Level Design: I love creating worlds filled with compelling game systems the players can explore.

There is hardly anything I can't get passionate about: my motto is *if you want an outstanding game, "it's not my responsibility" shouldn't be in your vocabulary.*

Education

2019 - Game Design Diploma

Digital Bros Game Academy,
Milan (Italy).

2018 - University Graduation

Cultural Heritage Studies course
@ University of Trento (Italy).

MATTEO BREDA

Game Designer, Level Designer

Professional Experience

Milestone, Game Designer & Track Designer

05/2021 - Present

Milan, Italy

For *Milestone*, Italy's leading racing games studio:

- I designed new game features and wrote their documentation;
- I shaped the vision of new game modes and areas;
- I prototyped, tested and balanced game features in **Unreal Engine**;
- I developed the race tracks from photogrammetry to final result;
- I designed, prototyped and implemented all the components of the non-official race tracks, such as AI and gameplay elements;
- I managed the game's databases.



2023 - Supercross 6 Steam, Playstation, Xbox

Game Design, Track Design



2022 - Supercross 5 Steam, Playstation, Xbox

Game Design, Track Design

Affinity Project, Game Designer & Producer

11/2019 - 03/2021

Bergamo, Italy

For *Affinity Project*, a mobile indie studio of 5:

- I designed the complete experience of each *Hypercasual Game*, from the core features to the UX/UI elements;
- I planned the production of each project and managed the studio resources through Jira;
- I prototyped, tested and balanced game features in **Unity Engine**;
- I managed our relations with external partners and publishers, such as *Kwalee* and *Lion Studios*.



2020 - Floor Smash! Android & iOS

Game Design, UX/UI, Producer, QA



2020 - Bomb Jump! Android & iOS

Game Design, UX/UI, Producer, QA



2019 - Bounce That Bird! Android & iOS

 **Finalist in the 2020 Google Play Indie Festival**
Game Design, Level Design, UX/UI, Producer, QA