



## Mattia Traverso

### Lead Game Designer

Santa never brought me the games I imagined, So I was forced to improvise.

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## ABOUT ME

Game design is my love, with a focus on experimental mechanics and elegant systems. I like puzzle games the most, but every video game's development is a puzzle!

I started solo with flash games, then founded a company and released an Xbox game, and I am now refining my direction skills with a 14+ people team.

I love to program tools in my free time. Somehow, maximising the design team's efficiency is just so much fun!

## EXPERIENCE

### LEAD DESIGNER @Ovosonico

JAN 2016 - CURRENT

At the intersection between management and design, I am tasked with leading a 14+ people team. I work daily with the studio's creative director's to turn his vision into systems, mechanics and levels which inform the work of the rest of the team.

### CO-FOUNDER @Through Games

JAN 2013 - CURRENT

Through Games was founded to release the Xbox One game "FRU", our experimental take on Kinect. I handled design & production.

It released in 2016 to critical acclaim, with The Verge calling it "Kinect's killer app", currently holding an 84 on Metacritic.

### GAME DEVELOPER Self-Employed

2010 - 2013

My career got started with flash, producing the IGF Finalist One and One Story, which later prompted a collaboration with Disney. A two years period of experimentation followed - with output such as "Indie speed Run" winner Adam, or "Hack The Park" winner Dear Stranger.

## LIKES

DRUMS | CRAFT BEER | GAME JAMS | MOVIES | NATURE

## SKILLS

TEAM LEADING

SYSTEM DESIGN

LEVEL DESIGN

STORY DESIGN

## TOOLS

UNITY

C# SCRIPTING

UNREAL

FLASH & AS3

## EDUCATION

### B.S. Game Design @ NHTV

MAGNA CUM LAUDE

Graduated with a 10/10 thesis with the aim of researching the role of physical interaction in "fun".