

RICCARDO TESTA

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I'm a fourth year Computer Games (Design) Italian student at Glasgow Caledonian University with strong decisional and problem-solving skills, who has a hard-working personality, open mind and always seek for innovation and creativity.

Coming from a technical background, I love to code and I develop this passion alongside my education. I also have some training in 3D modelling and shaders.

EDUCATION

2011 - 2016

DIPLOMA ESAME DI STATO, IIS A. BADONI

(A Levels in Italy)

Modules: English, Italian, programming, networking, telecommunication, physics, math, project management.

2011 - 2016

COMPUTER ENGINEERING, POLITECNICO DI MILANO

Dropped after 2nd year to change school

Modules: Advanced Math, Advanced Physics, Programming 1, Networking 1, Geometry.

2018 - PRESENT

COMPUTER GAMES DESIGN(Hons), GLASGOW CALEDONIAN UNIVERSITY

Currently at 4th year with competitive marks(1st / 2nd-1 range)

WORK EXPERIENCE

05/2019 – 10/2019 // 05/2021 – 10/2021

GENERALIST, MARS HOSPITALITY (UK)

Worked as a seasonal generalist in a just constructed hotel in the highlands. I learned all the position needed to run a hotel (waiter, floor runner, housekeeping and receptionist).

RESPONSIBILITIES: Managing customers, teamworking under pressure, providing top quality services.

10/2018 – 02/2019

CUSTOMER SUPPORT FOR VIDEOGAMES, POLE TO WIN

Resolving tickets for a company that provided customer support for AAA games studios, mostly via E-Mail.

RESPONSIBILITIES: managing customers, team-working, ensuring top quality services.

09/2017 – 09/2018

ASSOCIATION FOUNDER, ORDINE DELLA CIVETTA

Founded a non-profit association to promote board gaming inside my town, Mandello del Lario

RESPONSIBILITIES: Managing members, managing funds, creating, advertising and executing events, creating social games, promoting boardgames to the local community.

TECHNICAL SKILLS

- Great unity knowledge, in which I program in C# and have already dealt with the Shadergraph in many projects.
- Good Unreal4/5 knowledge, certificated “blueprint ninja”.
- Level design and space design fundamentals, with focus in environmental storytelling and puzzle design.
- Game narrative creation process, the hero’s quest and story creation tools like Twine
- Avid Trello user, knowledge of automation rules and major project management techniques (WBS, Gantt Charts, Kanban...).
- Versioning software knowledge, mainly Git(CLI) and GitHub Desktop.
- Photoshop, GIMP and Inkscape user, I can create detailed vector art for my GDDs and basic sketches to share with the team.
- Programming in general (Python, C#, C, Java, HTML/CSS) and networking(certificated by Cisco)
- Creating simple models and materials in Blender3D and 3ds Max.

SOFT SKILLS

- Great at problem solving, quick at understanding what the situation requires and at subdividing each task into smaller ones and trying to always optimize the creative process, learned in university as it requires fast and qualitative decision.
- Experienced team player, worked with multiple teams (especially game-dev related) and thanks to my technical background and general passion for each discipline communication with other department is facilitated by my varied knowledge.
- Positive attitude and solar personality, always trying hard to take the constructive part of critique or difficult tasks, and respectful of other people spaces.
- Open minded individual with a passion for discovery and respect for other point of views.

INTERESTS

I’m a creative person and I love to create unique experiences, trying to convey my personality in what I do, without damaging the main concept of the experience.

I’m really curios and I like learning new abilities and enrich my life with variegated experiences, as creativity work at best with a wide and variegated knowledge.

I love outdoors, nature, travelling and education (learning/teaching).