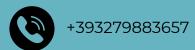
# **VINCENZO** CATANO

**Gameplay & Technical Designer** 

















# **SKILLS**

















### WORK EXPERIENCE \_\_\_\_\_



## Off-Leash Interactive

**Technical Designer** Unannounced project 2024 - Ongoing

Al & Enemy Designer, Combat Designer, Al Implementation

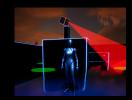
## STUDENT PROJECTS\_\_\_\_



## **EcliPsychosis**

2023

Product Owner and Lead Designer: focused on Combat and Enemy Design



# Al Prototypes

Designed and implemented several AI prototypes, both in Unreal Engine 5 and Unity

### EDUCATION \_\_\_\_\_

Game Design

**FutureGames** 

2022 - 2024

Master in Cyber Security

Politecnico di Milano

2020 - 2022

BSc of Computer Science Engineering

Politecnico di Milano

2015 - 2019

### OTHER EXPERIENCE \_\_\_\_\_

Cyber Security Consultant Deloitte Risk Advisory

2020 - 2022

Sous-chef de partie Clotilde Brera

2020

LANGUAGE \_\_\_ HOBBIES \_\_\_\_

Italian - Native English - Fluent

Climbing Cooking Playing guitar