SIMONE CIBRARIO NONA

Games, Narratives, Products

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Design play.
Play with design.

Game experiences are enriched by user centered thinking and project methodology, and our every day lives could use the ease and instinctive nature derived from play.

I seek to shape experiences able to generate culture through play, to structure stories yet to be told.

Hobbies

Education

Event Horizon
School of Digital Art

game design course
2017-2019

- Basic programming
- Dev tools experience
- Agile game production
- Teamwork

Politecnico
di Torino

product design degree
2018-2021

- UX / UI
- User research
- 3D Modelling
- Design thinking

IT University
of Copenhagen

M.Sc. in games
2021-2023

- Data driven design
- AI tools & research
- Critical technical practice
- Advanced game theory

Work Experiences

Center for Digital Play (ITU)
assistant researcher & graphic designer   2022

I assisted in organizing events and other activities. I also created the visual image for the department, alongside the new website.

Memorable Games
game & narrative design intern   2021

I developed a game prototype and conducted competitor analysis for a commissioned project. The prototype was a visual novel with branching narrative.

Monobit Games
game & narrative designer   2020

Research and prototyping on educational games and twitch based experiences. Supported by the 2I3T Incubator, financed by Fondazione Goria to work on it.
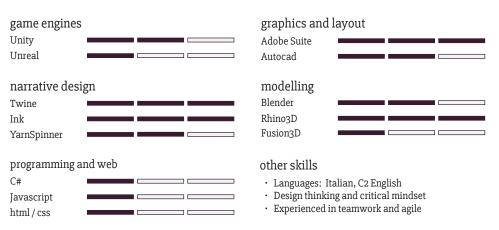
Event Horizon Studios
QA & testing   2018

During the course of a month I helped stress, balance test and did bug hunting for the game "Titans: dawn of tribes".

Skills

game engines
Unity
Unreal

narrative design
Twine
Ink
YarnSpinner

programming and web
C#
Javascript
html / css

graphics and layout
Adobe Suite
Autocad

modelling
Blender
Rhino3D
Fusion3D

other skills
- Languages: Italian, C2 English
- Design thinking and critical mindset
- Experienced in teamwork and agile