ALFREDO SASSO

Game Designer | Combat | Systems | Economy & Progression

Email: *sassoalfredo2@gmail.com | LinkedIn | Portfolio*

PROFILE

Game Designer, with **experience** across the **full development** cycle of a **shipped indie PC title** (OveRRooT), from first concept to **Steam release**.

I specialize in **combat**, **systems** and designing **economy and progression** loops that reward **mastery**.

My work is grounded in **competitor analysis,** structured **playtesting** and close **cross-discipline** collaboration in fast-moving **teams**, where collaboration is key. I'm drawn to games where **systems** thinking creates **emergent depth.**

SKILLS

- **Design:** Systems Design | Core Gameplay Loops | Mechanics & Interaction Design | Progression & Economy Design | Game Balancing & Tuning | Pacing & Difficulty Balancing | Combat Design | Playtesting & Iteration | Player Feedback, Readability & Game Feel
- **Communication:** Documentation (GDD) | Pitching | Research & Competitor Analysis | Cross-discipline Collaboration | Agile / Scrum
- **Tools:** Unreal Engine 4/5 | Unity | Google / Office Suite
- **Languages:** Italian (Native) | English (Proficient)

PROFESSIONAL EXPERIENCE

Game Design Lecturer - Quasar Design University (Rome)

2025 - Present | On-site

- Taught advanced game design, including systems design, balancing and emergent gameplay
- Gave hands-on assignments, focused on systems thinking and iteration
- Provided structured feedback on student projects (game prototypes and GDDs)

Game Designer - Catbal RPG

2025 | Telegram game | Remote | Multiplayer RPG - Roguelike

- Owned progression and economy loops, ensuring moment-to-moment decisions felt meaningful and builds remained viable at different power levels
- Balanced RNG-driven mechanics (item drop rates, enemy spawn tables), using spreadsheets, to keep outcomes feel fair and replayable, avoiding frustration while preserving excitement
- Designed 66 game elements across items, random modifiers and traits, each with different stats and abilities, contributing to the creation of synergies and replayability
- Designed PvP and PvE gameplay systems for a platform with no visual feedback (Telegram text), requiring clear system rules and player communication through design alone

Game Designer - Echoes of the Husk

2024 - 2025 | PC | Remote | Unreal Engine 5 | Singleplayer Survival Horror

- Designed core gameplay systems and mechanics for a 25 minutes survival horror vertical slice
- Developed player combat systems focused on readability, responsiveness and tension
- Collaborated with team to translate game's fantasy (pirate setting) into functional systems
- Contributed to pitching the project to publishers

Game Designer - OveRRooT

2021 - 2024 | PC, released on Steam | Remote | Unreal Engine 5 | Singleplayer Action Platformer

- Designed and iterated on combat, to create readable, distinct playstyle archetypes that rewarded player mastery, by also tuning values directly in Unreal Engine 5 (Data Asset / Table, Montages)
- Balanced scoring systems and progression, to improve retention and engagement across 10 levels
- Ran structured playtesting cycles, translating player behavior data into targeted balance changes and readability improvements
- Performed competitor analysis and market research, contributing to Steam release
- Worked with a cross functional team of 5 members (programmers, artists, sound designers)

Game / Level Designer - Federica Weblearning

2022 | PC / Mobile | Unity | Singleplayer Gamification Platformer

- Designed gameplay and levels in Unity, for an educational gamified platformer
- Designed a Quiz System, aimed to guide students towards their ideal university path, by providing 10 questions for the user and tuning values and tags attached to it

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Game Designer - Bicycle Board Game

2020 - 2021 | Board Game | Multiplayer (2 to 4 players) racing game

- Researched how to translate a real-world activity (cycling) into a balanced, engaging game system
- Designed and balanced core mechanics and 6 player classes, inspired by real life cyclists, testing interactions across different player counts and skill levels, while also avoiding overcomplexity

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AWARDS & ACHIEVEMENTS

- **Finalist** - Best Italian Debut Game (IVGA 2025) for OveRRooT
- **Juiciness Workshop:** 2-day workshop on game feel and iteration, using OveRRooT as a case study

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EDUCATION

Game Design Degree at Accademia Italiana Videogiochi (Rome), 2019 - 2022

- Covered topics like MDA framework, Bartle Player Types, Nudges, economy design, emergent gameplay, Level Design theory and Encounter Design
- Individual and team projects (demos, Vertical Slices, GDDs), with continuous reviews using industry pipelines (Agile / Scrum)