# **GIULIA STORINO**

#### GAME DESIGNER

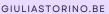




### **About**

Master's student in Game Design with a strong passion for UX/UI and video games. I enjoy creating music that enhances the emotional depth of my projects.

#### **CHECK OUT MY** PORTFOLIO:





## Skills

#### SOFT

- Communication
- Strong presentation skills
- Project management
- Agile and scrum methods

#### HARD

- Adobe Creative Suite
- Construct 3
- GameMaker Studio 2
- Music Creation
- Graphic Design

# Languages

#### **ENGLISH**

**FLUENT** 

**FRENCH** 

NATIVE

**SPANISH** 

**BASIC** 

PORTUGUESE (BRAZIL)

NATIVE

# **Experience**

#### **ALAZIA**

Jan. 2024 - June 2025

VIDEO GAME - SAD SPOON STUDIO

Ongoing development of a cozy game as part of a school project, contributing to UI/UX design, game design, music creation, and managing social media presence.

LUA June 2023

VIDEO GAME - PERSONAL PROJECT

Solo development of a demo in GameMaker Studio 2 for my bachelor's degree, focusing on asset creation, storytelling, and music composition.

#### **UX/UI DESIGNER**

Nov. 2022 - Jan. 2023

AFELIO, LIEGE

An UX/UI internship where I learned to work with Atomic design, as well as using design systems to create pixel perfect products.

#### **GAME HOST**

Jan. - Aug. 2020

THE PARK PLAYGROUND, BRUSSELS

Managed software applications to enhance operational efficiency.

Resolved technical issues promptly to ensure seamless service deliverv.

# **Education**

## HAUTE ÉCOLE ALBERT JACQUARD

NAMUR

**MASTER'S DEGREE - GAME DESIGN** 

2023-2025

Transmedia Architecture

**BACHELOR'S DEGREE - GRAPHIC DESIGN** 

2020-2023

Specializing in Web Design

#### **AVAILABILITY**

8 week minimum internship anytime between February and June 2025