

GIULIA STORINO

GAME DESIGNER

📍 BELGIUM ✉️ GSTORINO8@GMAIL.COM

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:
GIULIASTORINO.BE



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 delivery.

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