

MICHELE CATALANO

Level Designer

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Level designer with a technical background. In 2026 I shipped a solo roguelite in UEFN and a team puzzle game in UE5, where I owned the most layered zone and built the Blueprint setup the design team used to make puzzle objects talk to each other. Three years at Deloitte taught me to build things other people can rely on.

SHIPPED PROJECTS

Studfall - Wave Breaker Solo developer Aug 2026

UEFN Student Bootcamp 2026 (Epic Games) · UEFN, Verse, Scene Graph · Fortnite island 4436-3733-7196

- Designed and shipped a brick-breaker roguelite **solo in three weeks**, released on PC, mobile and Switch 2.
- Built the enemy roster around **three distinct pressures** (health, time, attention), plus a telegraphed boss and a second playable class.
- Ran external playtests and fixed the fairness issues they surfaced.

Res Mutatae Level & Game Designer Feb – May 2026

3D time-rewind puzzle game · Digital Bros Game Academy · team of 4 designers + 3 programmers · UE5

- Owned the game's most layered zone, **the Laboratory and the Flooded Corridor** leading to it: three multi-step puzzles (nine steps) and one drain that reopens four flooded areas of the ship.
- Built a reusable **Blueprint trigger-to-target system** (buttons and sphere sockets driving doors, lights and sequences), wired from the Details panel and used by the whole design team for their puzzles.
- Redesigned the core affordances around a graspable energy sphere and matching sockets, so that every puzzle depends on the rewind: timing, moving space, order of execution.
- Lit and dressed both zones, designed their rewind paths in Level Sequences, and edited the game's trailer.

PROFESSIONAL EXPERIENCE

Deloitte IT Consultant Analyst 2023 – 2026

Enterprise integration and data migration · Scrum teams · international

- Co-orchestrated a legacy-to-PTC ALM/PLM migration for a space-sector client (asset mapping, Python extraction pipelines, MuleSoft flows): **90% of company assets migrated in a five-day cutover**.
- Maintained Salesforce, MuleSoft and AWS integration flows for a leading Italian luxury fashion group; traced incidents through production-database analysis in SQL.
- Built Java tooling for a rail-sector PLC system.
- Worked in Scrum for a global footwear retailer: owned my tickets in Jira and took part in sprint planning, daily stand-ups and reviews with an international team.

Self-employed IT Technician · hardware diagnostics and repair 2020 – 2023

SKILLS

Design	Level Design · Blockout · Puzzle Design · Systems Design · Playtesting · Design Documentation
Engine	Unreal Engine 5 · Blueprint & Blueprint Interfaces · UEFN (Verse, Scene Graph)
Code & data	Java · Python · SQL / MySQL
Workflow	Git (Fork) · Jira · Scrum · Figma
Languages	Italian (native) · English (professional working proficiency)

EDUCATION

Digital Bros Game Academy Master in Game Design 2025 – 2026

Epic Games UEFN Student Bootcamp 2026, verified badge Aug 2026

ITIS Sen. O. Jannuzzi High School Diploma, Computer Science 2015 – 2020