

Francesco Berton

Game Designer, Visual Artist, Teacher

Hi! I'm a **Game Designer, Teacher and Visual Artist** with **7 years of experience** and prior studies in **multimedia art**. In my work I always have an interest in creating games that **push the boundaries** with creative art styles, powerful narratives and immersive worlds. I excel in **System Design, Art Direction, Level Design**.

JOB EXPERIENCES

Safe Place Studio S.r.l. / Game Director, Producer, Art Director

November 2021 - December 2024

Game Designer and Game Director in an indie game studio, creator of award winning *Venice 2089* and working on two more unannounced projects. Creative Director working also on Quest and Narrative design. Creation of technical documents, production pipelines, moodboards. Tech support on Unity and editor management adding assets and setting up gameplay features. Occasionally working on promo events and trailer Video Editing.

Freelance / Game Design Consultant

March 2023 - ongoing

Game Design Consultant and Producer in some applied games and experimental projects:

- *Through The City* (2026): polishing of three visual novels set in the city of Bolzen
- *Self Image - The Videogame* (2024-2025): producer and designer of an AR multiplayer experience
- *Giotto e i Colori Perduti* (2023): producer and designer of a point and click educational adventure

Freelance / Teacher and Digital Educator

November 2021 - ongoing

Game Design teacher in private, academic and university courses.

- **Master "Game Design for the Valorization of Territorial and Cultural Heritage"**, UNICAM University of Camerino, Remote (2023)
- **Game Design Course**, Event Horizon School, Padua (2022 - 2025)
- **Screenwriting for Videogames**, Accademia Santa Giulia, Brescia (2022 - ongoing)
- **Game Design Course**, Nash (2025 - Ongoing)

Digital Educator in Design Thinking, VR, Game Design, Robotics, Electronics, 3D Printing, AR, Visual Novel courses for teachers, kids and teenagers in collaboration with several companies and associations ([FabLab Castelfranco](#), [Glass Studio](#), [Fiber.io](#), [Conform S.C.A.R.L.](#), [IRECOOP Emilia Romagna](#), [IRECOOP Padova](#), [Officina Futuro Fondazione W-Group](#), [Fondazione Golinelli](#), [IVIPRO](#), [Game Maker Academy](#), UNICAM)

EDUCATION

Event Horizon School / Game Design (2017 - 2020)

3 year course in Game Design for video games and boardgames, GDD production, Team Management, PC and Mobile Prototyping, Market Analysis, Art Direction

IUAV University of Venice / Degree in Visual Arts (2013 - 2016)

Degree in Visual Art Theory, as a Contemporary Artist and exhibitor

OTHER EXPERIENCES

- **Project Manager** at [Spazio +](#) (2019 - 2020): creation of events and workshops for young people about game design, electronics, interactive design and boardgames

SKILLS

Great Communication Skills
Team Management and Team Leading
Art Direction
Teaching and Education

DIGITAL SKILLS

Unity 3D (6 years exp.)
Unreal Engine (base skills)
Photoshop, Da Vinci, InDesign
Gitlab, Trello
Blender, Cinema 4D (base skills)
Ren'Py (5 years exp.)
Twine, GDevelop
Open Hardware, Arduino, Raspberry, 3D Printing, Scratch

LANGUAGES

Italian (First Language), English (C1)