

Lisa Toria

Game Designer & Lecturer

Games are my biggest passion and I believe they're one of the most powerful tools that brought **change** to our history. Games teach and educate us about strength, adventure, community, empathy, inclusivity, emotion, life, the **real meaning of "fun"**.

Employment History

Game Design Lecturer, Rome

AIV Italian Videogame Academy

PRESENT - 2021

Lecturer of the **Game Design Degree** of 1st and 2nd year students. Holding 3-hours classes about Design Theory, mentoring students in Game Industry Simulation annual development projects under strict milestones, feedback iteration on Design Documentation & Playtest.

Game Design Lecturer, Rome

ITIS Galilei, IIS Pacinotti

APRIL 2022 - 2019

Lecturer of the work-related learning program of 5 high school classes. Holding courses about **Design Theory**, **Level Design** and **Narrative Design**, mentoring during Game Jams and several board game projects, iterating feedback on Design Documents and prototypes.

Game Design Tutor, Rome

AIV Italian Videogame Academy

APRIL 2022 - 2019

Tutor of the Game Design Degree of 1st year students. Providing feedbacks to prototypes, Design Documents and engine projects.

Achievements Unlocked

Winner: Rabbids Coding Level Design Challenge

Rabbids Coding Lv.38, Ubisoft

2021

Winner of the international level design challenge in collaboration with Libraries Without Borders. Working within a team of 3 game designers to design and develop in-engine a level for Rabbids Coding educational programming puzzle-game.

CONTACT ME

E-MAIL

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PHONE

+39 3929564428

LINKEDIN

Lisa Toria

MY TOOLS

- Google Suite
- Unreal Engine 4
- Photoshop
- Trello
- Whiteboards

EXPERTISE

- Design Theory, Research & Docs
- Level Design
- Agile & Scrum

SOFT SKILLS

- Will to learn
- Communication & Feedback
- Empathy
- Problem Solving
- Teamworking
- Fast-learning

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Education

Game Design Degree, Rome

AIV Italian Videogame Academy

PRESENT - 2019

3 years of Game Design, Level Design and Narrative Design learning, fulfillment of multiple weekly task delivery about Design Theory, **simulation of Game Industry workflows** in the prototyping of multiple 7-months vertical slice **UE4 Agile Productions** and several minor 1-month projects with strict deadlines and client mandates.

- **Scrum Master & Producer (Dungeons of Camelot - UE4):**

client pitching, managing sprint review & daily meetings, monitoring team velocity, Poker Evaluation, pipeline creation, worked closely with Artists, Level and Technical Designers, updating client and collecting feedback, post-mortem organization, level design, conflict resolution.

- **Lead Game Designer (CoinUP! Tales - UE4):**

designed and prototyped the game within a team, created and updated documentation (High Vision, TA, Market & User Analysis, GDDs, Competitors Research, Juice, Progression, User Case), helped in the implementation of Mechanics and Side-Mechanics (Blueprint), tuning, playtesting and feedback iteration, design of the narrative setting.

- **Game Designer (Bycycle Project - Board Game):**

early concepting and developing of a bicycle board game with Diego Ricchiuti, Stefano Cozzi and Alfredo Sasso, Target Audience, User Analysis (Problem & Needs) Market and Competitors Research.

LANGUAGES

- Italian (native)
- English

HOBBIES

- Retro-gaming
- Poetry writing
- LAN Parties
- Game Jams
- Psychology

JAM AWARDS

GLOBAL GAME JAM 2021

- 1° Best Graphics
- 2° Best Sound
- 3° Best Game

LEVEL UP SCHOOL DAYS 2021

- 1° Best Game

Events

Women in Games

Collaboration with G.Round

2021

Participated in a mini-series of videos discussing about several topics like **diversity in the gaming industry**, female representation, cyberbullying, sexism, harassment and the future of the industry.