



Francesco Narciso

Game Designer

Personal Data

Date of birth 09 - June - 1996
Nationality Italian

Profile

Game Designer with experience in prototyping, production and live ops for games played by millions

Skills

Unity ●●●●●●
Miro ●●●●●●
Figma ●●●●●●
Asana ●●●●●●
Notion ●●●●●●
Illustrator ●●●●●●
InDesign ●●●●●●
Photoshop ●●●●●●
Office Suite ●●●●●●

Languages

English ●●●●●●
Italian ●●●●●●



Portfolio

🌐 www.taikiji.com

Contacts

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Education and Training

2015-2020 Polytechnic University of Turin
Turin, Italy Graduating in Design and Visual Communication
Free credit courses:
Digital Revolution
Inclusive Design
Cambridge IELTS certification with a result of 8.0 (2019)

2022 Scrum.org
Professional Scrum Master I (PSM I)

Work Experience

2020 VIEW Conference
Turin, Italy Internship, being in charge of marketing, communications and graphics

2021 - present ChimpWorks
Eindhoven, the Netherlands Game Designer
Responsible for all aspects of game design, including gameplay, level design, user experience (UX), systems, and economy design. Experience ranges from working individually in small teams as the sole game designer to collaborating in large teams with multiple game designers following the vision of our Creative Director.

Experience in all phases of production, from ideation and prototyping through soft launch and global launch to live operations - improving key performance indicators (KPIs) such as engagement, retention, and monetization based on player data.

Notable titles:
• Rider Worlds, 10M+ downloads
• Rider, 200M+ downloads

2023 - present ChimpWorks
Eindhoven, the Netherlands Scrum Master (part-time)
Responsible for supporting two development teams, scheduling and facilitating scrum events & meetings.

Monitoring progress and performance, assisting teams in making process improvements, maintaining a healthy production board, and aiding the Product Owner in maintaining a healthy product backlog.

Additional Information

Good aptitude for managing projects and team work.
Ability to adapt to multicultural environments, collaborate & communicate with people of divergent opinions and workflows.
Eager to learn and get involved in projects outside my comfort zone.