Francesco Maisto

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Summary

Game designer, programmer and artist (3D and 2D) with over 20 years experience in the gaming industry, including 3 years as a Game Designer for Generation Zero and TheHunter Classic (Avalanche Studios), 7 years as a Game Designer and Developer with Miniclip.com, and 3 years as a Game Developer with Derivco (Microgaming).

Dynamic, passionate, meticulous, creative, and result-oriented with a unique combination of creative and technical skills.

Experience

Game Designer - Generation Zero
Ringtail Studios
Feb 2021 - Present (1 year +)
Generation Zero is an open-world FPS from Systemic Reaction (Avalanche Studios Group). As a gameplay designer, my main responsibilities are:

- Design new weapons
- Design new enemies
- Design new props for world-building
- Design and schedule daily missions
- Expanding and improving existing game systems
- UI and UX improvements

Game Designer - theHunter Classic
Ringtail Studios
Nov 2019 - Feb 2021 (1 year 4 months)
theHunter: Classic, is a hunting simulator by Expansive Worlds (Avalanche Studios Group). As a game designer my main responsibilities have been:

- Design new animal species, weapons, equipment, and clothing
- Concept, supervision, and approval of 3D and 2D game assets
- Community management (announcements and interaction) as well as collecting players' feedback to address existing issues and identify most wanted new content.

Major milestones released:

- Designed two new animal species (Snow Goose, Axis Deer)
- Designed a new shotgun (Maisto 12 GA Semi-Automatic Shotgun)
- The functional and visual design of Daily Missions, a new feature to improve players retention
- Designed the revamp of an existing species (Turkey, a game's favorite)
- Designed animal trophy shot poses (new feature)

• Designed improvements to the "tru-rack" antler's system for two deer species (Sambar and Rusa deer), as well as the addition of the piebald fur variation for both species.
• Designed a new clothing set (Arctic Fur, comprised of hat, jacket, pants, gloves, and boots)
• Designed numerous new missions and competitions, with particular emphasis on integrating them into the existing game's lore
• Improved UX and UI of the game's website

Achievements

• During my time on the game, theHunter Classic has hit its all-time daily players record (2704 daily players), which is still unsurpassed today.

3D Artist
Ringtail Studios
Aug 2018 - Nov 2019 (1 year 4 months)
As a 3D artist at Ringtail Studios, I create 3D models for video games and VR projects. I am specialized with props and inanimate objects, taking care of the whole creation pipeline, from concept to the finished, textured model.

Games I have created 3D assets for:

• Crusader Kings III (Paradox Interactive)
• Destroy All Humans (THQ)
• Rage 2 (Avalanche Studios Group, id Software)
• Star Trek™: Bridge Crew (Ubisoft)
• The Grand Tour Game (Amazon Game Studios)
• Anne Frank House VR (Force Field Entertainment)

My tools of the trade include:

• 3ds Max (low-poly, high-poly, UV unwrapping).
• Rizom UV (UV unwrapping).
• Substance Painter (texturing).
• Adobe Photoshop
• Adobe Illustrator (decals, stencils etc.)
• Unreal Engine for testing and assembling finished models in their final environment

Senior Software Developer
Derivco Estonia
Dec 2014 - Jul 2018 (3 years 8 months)
Developed a number of slot machine games using the company's proprietary frameworks, coding in both Actionscript and Javascript. Technical challenges came from the number of devices, browsers and screen ratios that these games need to be compatible with. Special care was needed when writing new code, making sure it fit the existing framework architecture, with particular attention to re-usability and back-compatibility.

Released titles:
• Tarzan

- Jungle Jim
- Rugby Star
- Basketball Star
- Exotic Cats
- King Tusk
- Reel Spinner
- Chainmail

Indipendent Game Designer
Cellar Ghost OÜ

Oct 2012 - Nov 2014 (2 years 2 months)
Released 4444, a 2D action-puzzler with original game mechanics.
4444 was available for iOS and Android (Google Play, Amazon, WildTangent etc.) and it totalled over 350,000 combined downloads.

As of April 2019 the game has been discontinued and removed from digital marketplaces.

Project Director
Miniclip

Jan 2009 - Oct 2012 (3 years 10 months)
Sketch Star was a web-based application by Miniclip that allowed users to create animations.
As the product's project director I:

• Led a team of developers and artists to create and maintain a popular web-based animation creation tool and its related online community.

• Collaborated tightly with the company's advertising department to ensure a constant stream of sponsors and advertisers to monetize the product.

• Set, designed and maintained social network pages (Facebook, YouTube, etc.) to improve users' engagement across the web and open further channels of communication and engagement.

• Organized and analyzed periodic usability tests for the application and the website to ensure the easiest workflow and usability in both.

• Designed and improved the application's UI based on user feedback and usability test results.

Game Designer and Developer
Miniclip

Oct 2005 - Dec 2008 (3 years 3 months)
Flash Games development for the Miniclip.com game portal, one of the most visited online games websites in the world, at the time. I developed a number of games from concept to completion taking care of design, coding, graphics, and sound editing while leading small development teams. Games I created while working at Miniclip:

• Candy & Clyde (Also available for iOS)
• Pharaoh's Tomb

- Piranhas
- Acid Factory
- Alphattack
- Putty Face

Freelance Game Designer and Developer
Self Employed
Nov 2003 - Oct 2005 (2 years)
Developed Flash games for various clients including Miniclip.com, UltimateArcade.com, Big Bang Solutions, Giggle Games and others.
Other projects involved contract work designing interfaces and creating natural media illustrations.

Flash Game Developer
Xat Productions
May 2002 - Nov 2003 (1 year 7 months)
Developed over 15 Flash casino games for some of the biggest online casinos in Italy (Colosseum Casino, Grand Hotel Casino, Vegas Slot Casino, Royal Plaza Casino, Vegas 7 Online Casino etc.). I took care of pretty much every aspect of the games' creation: code, game mechanics, design, sound, GUI and usability. Games included various types of videopoker, roulette, blackjack, keno and video slot machines.

Game Designer/Developer
Gold Yard project
Oct 2000 - Oct 2001 (1 year 1 month)
Gold Yard was a personal game project I undertook to test the ability of (then) Macromedia Flash to create a complete videogame. The game won a number of prizes and recognitions from websites all over the world, and it was reviewed on Yahoo! Internet Life Magazine in the U.S.

Art Director, Web Developer.
FancyMedia
Apr 2000 - Jul 2001 (1 year 4 months)
I was in charge of a number of tasks, from website design to production of graphic assets, from Flash-based and ActionScript programming to sound editing.

Graphic Design Artist
Intermedia mmh Srl
Feb 1998 - Apr 1999 (1 year 3 months)
Graphic and UI design of multimedia CD-ROMs.

Education

Università degli Studi di Napoli Federico II
Bachelor Degree, Biology
1990 - 1996

Learned how to look at life from an evolutionary point of view.

Scuola Italiana di Comix
Painting & Illustration
1995 - 1997
Improved my drawing and illustration skills.

Licenses & Certifications

Unreal: Architectural & Industrial Visualization - LinkedIn

Unreal: Introduction to Lighting - LinkedIn

Unreal: Introduction to Materials - LinkedIn

Unreal: Virtual Reality for Architectural & Industrial Visualization - LinkedIn

Game Asset Texture Pipeline - LinkedIn

ZBrush 2018 Essential Training - LinkedIn

Skills

Game Design • Game Development • User Experience • Graphics • Video Games • User Interface Design • Online Gaming • Animation • Mobile Games • Graphic Design