



Francesco Maisto

Senior Game Designer

INTRODUCTION

Game designer with over 20 years of experience in the gaming industry, creating games for various platforms and genres. I have worked on several successful PC/Console games as well as numerous mobile and web games. I am dynamic, creative, meticulous, result-oriented, and passionate about creating engaging and immersive experiences for players.

Whilst my primary focus is on game design, I have also built a large amount of experience in other areas during my career. This includes experience as a game programmer, graphic designer, and 3D artist. I also have a solid understanding of UI/UX design principles and best practices.

Online Portfolio: www.francescomaisto.com

EXPERIENCE



Senior Gameplay Designer - Hawken Reborn

DR Studios (505 Games) - Full-time

Jan 2023 - Present (11 months)

Hawken Reborn is a free-to-play, co-op, looter-shooter for PC where the player controls a massive mech. Developed using Unreal Engine 4.

- Designed enemies' weak spots system (crit spots)
- Designed the bullet-spread/recoil system for weapons.
- Revamped infantry AI behavior.
- Fine-tuned mechs' movement abilities (sprint, dash, fly) across several units.
- Balanced stats for all mech thrusters (jetpacks)
- Balanced a 5-tiers mods system for all mechs' components (hull, weapons, thrusters)



Game Designer - Smalland: Survive the Wilds

Merge Games Ltd. - Full-time

Apr 2022 - Dec 2022 (9 months)

Smalland: Survive the Wilds is a multiplayer survival game for PC and consoles developed by Merge Games using Unreal Engine 4.

- Designed the game economy.
- Designed survival stats.
- Balanced Weapons, Tools, Armors stats.

Tallinn, Estonia

[Online Portfolio](#)

[LinkedIn](#)

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SKILLS

Game Design

- Gameplay Design
- Systems Design
- Mission Design
- Puzzle Design
- Narrative Design
- Level Design
- AI Design
- Balancing
- Gamification

UI/UX

- Intuitive UI/UX Design
- In-game menus
- HUD

General

- Visually Focused Design Documentation
- QA Testing

SOFTWARE & TOOLS

Game Engines

- Unreal Engine

Programming

- Javascript
- Actionscript
- XML, JSON, HTML

Graphic Design

- Adobe Photoshop
- Adobe Animate
- AI (text-to-image)
- Figma (UI)

- Designed and balanced consumables (food etc.)
- Designed improvements for the combat system.
- Wrote NPC dialogues and tutorial tips. Curated items' descriptions.
- Designed and reviewed UI and HUD.
- Overviewed art production and level design.



Game Designer - Generation Zero

Ringtail Studios - Full-time

Feb 2021 - Apr 2022 (1 year 3 months)

Generation Zero is a live-ops, multiplayer first-person looter-shooter for PC and consoles developed by Expansive Worlds (Avalanche Studios Group).

- Designed new weapons
- Designed new enemies
- Designed new props for world- and base-building
- Designed, scheduled, and maintained daily missions (assignments)
- Expanded and improved upon existing game systems
- Designed UI and UX improvements

MAJOR FEATURES / CONTENT RELEASED

- Designed a new enemy, the Firebird flying machine.
- Designed the Resistance Weapon Pack DLC, containing three new weapons: Flamethrower, Makeshift Bow and Makeshift Pitchfork.
- Designed the Base Support Pack DLC containing new structures for the game's base building
- UI: Designed the game's wheel selection interface for quick selection of weapons and items.
- UI: Designed icon filters for the game's map.
- UI: Designed inventory filters and sorting methods.



Game Designer - theHunter Classic

Ringtail Studios - Full-time

Nov 2021 - Feb 2022 (1 year 4 months)

theHunter: Classic is a free-to-play, live-ops, multiplayer hunting simulator developed by Expansive Worlds (Avalanche Studios Group). As the sole game designer of live-ops, my main responsibilities were:

- Design of 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 issues and identify the most wanted new content.

MAJOR FEATURES / CONTENT RELEASED

- Designed three new animal species (Snow Goose, Puma, Axis Deer)
- Designed a new shotgun (Maisto 12 GA Semi-Automatic Shotgun)
- Designed the Daily Missions system, a new feature to improve players

3D Art

- 3ds Max
- Substance Painter
- Rizom UV

Production

- Jira
- Confluence
- Google Workspace
- Miro

Source Control

- Perforce
- SVN
- Git
- Plastic SCM

LANGUAGES

- English (fluent)
- Italian (native)
- Portuguese (basic)

EDUCATION

- Bachelor degree in Biology - University of Naples Federico II
- 2 year illustration course

INTERESTS & HOBBIES

- Playing piano / synths
- Medieval fencing
- Drawing / Painting
- AI image generation
- Videogames

ONLINE PORTFOLIO

For more information, I recommend visiting my online portfolio at:

www.francescomaisto.com

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, the Arctic Fox outfit, 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 (2703 daily players), which is still unsurpassed as of today.



3D Artist - Various Games

Ringtail Studios - Full-time

Aug 2018 - Nov 2019 (1 year 4 months)

As a 3D artist at Ringtail Studios, I created 3D models for AAA games and VR projects. I specialized in props and inanimate objects, taking care of the whole creation pipeline, from concept to the finished, textured model.

GAMES I 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)



Senior Software Developer

Derivco Estonia - Full-time

Dec 2014 - Jul 2018 (3 years 8 months)

I 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 GAMES

- Tarzan
- Jungle Jim
- Rugby Star
- Basketball Star

- Exotic Cats
- King Tusk
- Reel Spinner
- Chainmail



Independent 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.



Project Director - Sketchstar

Miniclip.com - Full-time

Jan 2009 - Oct 2012 (3 years 10 months)

Sketch Star was a popular browser-based app published and produced by Miniclip.com where users could create animations and drawings, publish them online and share them with a community of fellow artists.

As Sketch Star's Project Director, I:

- Led a team of developers and artists to create and maintain the product and its related online community. This included setting up tasks, priorities, and deadlines for new features, content and bug fixing.
- Collaborated tightly with Miniclip's advertising department to ensure a constant stream of sponsors and advertisers to monetize the product.
- Set, designed and maintained social network pages (Facebook, Twitter, YouTube etc.) to improve users engagement and open new channels of communication and engagement.
- Designed and analyzed periodic usability tests for the app and website to ensure the easiest workflow and usability in both.
- Designed and improved the app's UI based on user's feedback and usability test results.



Game Designer and Developer

Miniclip.com - Full-time

Oct 2005 - Dec 2008 (3 years 3 months)

Flash Games designer and developer for the Miniclip.com game portal, one of the most visited games websites in the world, at the time. I developed a number of games from concept to completion taking care of design, coding, graphics, UI and sound editing while leading small development teams.

RELEASED GAMES

- 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, Gigggle Games and others. Other projects involved contract work designing interfaces and 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.

CERTIFICATIONS

Click on the links below to see my certificate and a description of the course.



- [Unreal Engine: Introduction to Lighting](#)
- [Unreal Engine: Introduction to Materials](#)
- [Unreal Engine: Architectural & Industrial Visualization](#)
- [Unreal Engine: Virtual Reality for Architectural & Industrial Visualization](#)
- [Game Asset Texture Pipeline](#)
- [ZBrush: Essential Training](#)

OTHER PROJECTS

Unreal Engine

Playground Physics

[\[video\]](#)

Unreal Engine

Car physics & functionality

[\[video\]](#)