

Guglielmo De Gregori - Game Designer

Specialised in gameplay systems and meta-progression. I've delivered polished experiences working with Unity and Unreal Engine 5.

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Languages: Italian (Native), English (Fluent)

Software

Unity (C#), Unreal (Blueprints), Blender, Photoshop, GitHub, Jira, Confluence

Education

Link Campus University - Bachelor's Degree in Game Design, Development & Marketing
2016-2021

Employment History

Game Designer at First Light Games

December 2025 - February 2026

[Animi Strike: Evolve & Survive - App su Google Play](#)

- Designed and Balanced New Units
- Designed Additional Progression Systems
- Skills in-engine Prototyping

Unity Developer at OnTheBlockGaming

Contract work (July - August 2025)

Cozy Edutainment Project for FIP Copenhagen Congress

Client: Haleon

- Iterated on existing puzzle minigames connected to spatial memory, spatial reasoning, pattern recognition
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- UI/UX polishing and optimization
- Environmental Assets Implementation
- Bug fixing

Senior Game Designer at Magic Media (Remote)

November 2022 — Present

[theHunter Classic \(PC, Consultancy\)](#)

Client: Avalanche Game Studios

- Analyse the current In-Game Purchase System
- Design a Personalised Upsales System Concept

Duel Masters (Working Title)

Platform: WebGL

- GDD creation and maintaining
- Design for a chance based, asymmetric fighting game

[MyBots Royale \(Mobile, Consultancy\)](#)

Client: Comadran Studios

- Designed a new direction to re-launch the existing game
- Led the UI/UX Team to deliver a new FTUE
- Led the Art Team to pivot to a new solarpunk direction

[Walk Master \(Mobile, Consultancy\)](#)

Client: Two Men and a Dog

- Designed a new vision for storefront and in-app purchases
- Collaborated with the UI/UX Team to implement the new vision

Undisclosed Survivors-Like Project (Mobile, Consultancy)

Client: Heimdall Games

- Led the client in establishing a design direction for the company's first project
- Designed the game's core mechanics and meta progression
- Visualised the in-game economy

[Super Auto Moki \(Mobile + WebGL, Full Production\)](#)

Client: Moku (backed by a16z speedrun)

- Designed core game loop & meta-progression systems
 - Balanced battle units, abilities & item systems through iteration and testing
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- Implemented & tuned economy and progression balancing in Unity

Project Horai (PC, Demo)

Client: Winter Studio

- Developed combat mechanics & progression system for Winter Studio's upcoming title
- Led ability balancing and fine-tuned combat responsiveness
- Prototyped core gameplay features in Unity

Godforge (PC/Mobile, Pre-Production), [Demo Gameplay](#)

Client: Fateless

- Designed game loop & meta-progression systems
- Assisted client in defining in-game economy & quest mechanics
- Balanced progression systems & iterated on the game loop in-engine (Unity)

Caesarverse (PC, Demo)

- Led character class balancing & combat AI tuning (Unreal Engine 5, Blueprints)
- Collaborated with animation & art teams for a polished demo showcase

Victory League (PC/Mobile, Support to Launch), [Gameplay Video](#)

Client: Improbable

- Designed multiplayer mechanics for large-scale online football events
- Implemented minigame balancing & prototyping in UE5
- Optimised UX/UI for enhanced social interaction

Project Oikos MMO (PC, Pre-Production)

Client: Internal Project

- Designed traversal & combat around a solarpunk Ancient Greek theme
- Concepted itemisation, abilities & meta-progression systems
- Created level blockouts & gameplay prototypes in UE5

Other Assignments

- Produced pitches & design documentation for potential clients
 - Ongoing training & prototyping in Unreal Engine 5, Unity & Blender
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Game Designer | Red Koi Box (Brescia, Italy)

July 2021 — October 2022

Grim Horde (PC, Released), [Trailer](#), [Steam](#)

- Steered the game's direction (core game loop & meta-progression system)
- Adjusted class balance using community-driven insights (JSON, Godot)
- Iterated on the design in the Early Access and Post-Launch phases

Other Assignments:

- Shipped OLAF: Maze of Intelligence (Serious Game for EUIPO - EU Agency)
- Prototyped tactical mechanics for a deck-building/strategy game (UE4.26)
- Developed serious game concepts & R&D in Unreal & Godot

Unity Dev/Game Designer | Idra Interactive Studios/Studio V (Rome, Italy)

January 2018 — June 2021

Directed and shipped the following edutainment titles:

- VIGAMUS Ville (Roblox), [Play](#)
- Code DNA for Rome's University of Tor Vergata (Unity), [Trailer](#)
- Behind the Light for Milan's Interactive Cinema Museum (UE5), [Trailer](#)
- Settemondi for Rome's University of Tor Vergata (Unity)

Freelance Game Designer

November 2019 — Present

- Lorne (PC, Console), [Trailer](#), [Steam](#)
- Shuffle Tactics (PC, Console), [Trailer](#), [Steam](#)
- MyJourney for MARIO Framework (PC)
- 20+ GDD and Pitch Commissions

Speaking & Mentorship

- Speaker at Games Gathering (2024, Kyiv)
- Game Design Mentor | Game Dev Camp (2023)
- Speaker at GameWave Festival (2022, Tallinn)
- Speaker at Devcom - Call for Change (2022)
- Speaker at Digital Dragons (2020, 2021, Kraków)

Teaching Activities

- Game Design, Unreal, Unity - Experimental Centre of Interactive Arts (Rome) - 2018
 - Unity, C#, Digital Painting - Kodland (Kids-oriented teaching)
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