



Hugo Salerno

Game Designer

✉ hugosalerno.pro@gmail.com

☎ +33 6 48 87 96 09

🌐 <https://www.linkedin.com/in/hsalerno/>

🌐 <https://www.hugosalerno-portfolio.com/>

Skills

Game Design :

- Creative
- Logic
- Conceptualization
- Prototyping
- Integration
- Documentation

Teamwork :

- Communicative
- Cooperative
- Adaptative
- Responsive
- Enterprising

Software & Tools:

- Unreal Engine (Blueprint)
- Miro
- Coda
- GitHub
- Adobe Suite
- Office / Google Suite

Languages

French - Mother tongue
English - B2 Level

Hobbies

- Video Games
- Manga
- Cooking
- Travel
- Hiking

Professional Experience

Game Designer and Integrator on The Last Artefact

October 2023 - Present | Skytale

- Conceptualization of various puzzles.
- Integration of the main quest and other game elements.

Intern, Game Designer and Integrator on The Last Artefact

August - October 2023 | Skytale

- Participation in the creation of Vo.1 of the game.
- Integration of the main quest and other game elements.

Intern, Computer graphics, Communication Departement, City of Hyères

Februrary - March 2019 & 2018 | Mairie d'Hyères

- Creation of posters, flyers, leaflets, and other communication media for various events.

Education

Bachelor, Game Design, 2020 - 2023

École Brassart

Aix-en-Provence, FRANCE

DUT, Multimedia and Internet professions, 2017 - 2019

IUT de Toulon

Toulon, FRANCE

Projects

Echoes of the Restless

Third and final year student project

- Platformer side-scroller video game.
- <https://www.hugosalerno-portfolio.com/echoes-of-the-restless>

Break in the Loop

Second year student project

- 3 player co-op Escape Game video game, using VR and reality
- <https://www.hugosalerno-portfolio.com/break-in-the-loop>