

Jacopo Papaccio

Senior Game Designer

Personal Information

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Residence: Paris, France

Languages:

- English [Fluent]
- French [Fluent]
- Italian [Native]

Professional Experience

Ubisoft Paris Studio (May 2021 – Present) : *Montreuil, France*

Senior Game Designer

Star Wars Outlaws

Single-player, action-adventure open world game set in the *Star Wars* universe.

- Design, develop, and tune game mechanics and concepts in tight collaboration with Creative Direction.
- Produce rich and clear documentation on gameplay, narrative, and more aspects of the game for production.
- Own game features and coordinate with production teams to ensure proper implementation.
- Anticipate and identify problems and bottlenecks – and define plans to solve them.
- Arrange playtests and assess the results and feedbacks to integrate improvements.
- Mentor and support colleagues or new recruits through development programs.

Skull and Bones

Pirate action-adventure multiplayer game for consoles and PC.

Same responsibilities as *Star Wars Outlaws*. Worked on the following features:

- Treasure Hunting
- Gameplay on Land

Futurae Education (November 2022 – December 2023) : *Boulogne-Billancourt, France*

Teacher

Game Design B3 Course

Teaching game design to third-year students of the bachelor's degree of the Futurae school.

Structured 60-hours-long course as both theoretical and practical.

- Lessons include *Game Design Fundamentals*, *3Cs (Camera, Controls, Character)*, *Systems Design*, *Game Balance*, *Documentation*, *UI*, *UX*, *Pitching*, *Teamwork*, *Job Hunting*.
- Workshops where students design, implement, and present original games.
- Game jams where students brainstorm game ideas and team up to prototype them.
- Support to improve the students' projects with the goal to showcase or pitch them.

University of Naples Federico II (November 2023) : *Naples, Italy*

Speaker

Seminary: "Balancing Game Systems: Rational Game Design"

Students are taught about balancing game systems, focussing on the concepts and processes of Rational Game Design.

Darewise Entertainment (April 2020 – May 2021) : *Paris, France*

Technical Game Designer

Life Beyond

Science fantasy third-person shooter MMO for PC.

- Define game vision as part of the design team.
- Design and implement combat, 3Cs, traversal, missions, onboarding, UI, levels, and resource collection.
- Maintain design and technical documentation, established best practices.
- Work with programmers within Scrum sprints to validate, fine tune, and script gameplay.
- Bridge communication between design and production teams.
- Work with analytics team to improve game and KPIs by acting upon players data.
- Mentor intern game designers.

Raylight Games (June 2015 – August 2019) : *Naples, Italy*

The Awakened

Game Designer, Writer, Programmer

First-person action-adventure thriller for PC, Oculus Rift, PS4, PS VR, and Switch.

- Concept creation.
- Design game systems, levels, puzzles, and narrative.
- Write story and dialogues.
- Script and optimise game systems, levels, materials, audio, animations, UI, and AI.

- Track tasks, manage communication with all departments.
- Manage project assets on source control.
- Pitch game to publishers.
- Simple sound design and editing.

Gem Smashers | Mahjong Deluxe 3 | Vegas Party | Season Match HD and more

Programmer

Single-player and multiplayer casual games.

Ported games between multiple platforms including PS4, Xbox One, PC, Switch, Android.

Programming tasks. Bug fixed and polished the games across different engines.

XrayUnwrap 2.0

Programmer

Automatic UV unwrapping plugin for Autodesk Maya.

Ported features from Autodesk 3ds Max, developed UI, made significant optimization improvements.

Deer Drive Legends

Programmer

First-person hunting game for Android, ported from Nintendo 3DS.

Ported all gameplay to touchscreens. Introduced joystick. Introduced VR mode.

Education

2011 – 2015

Bachelor's Degree in Computer Science

University of Naples Federico II

Grade: 110 / 110 with honours

Software Experience

Game Engines

- Unreal Engine
- Snowdrop
- Anvil
- Unity
- BlueRoses

Tools

- Perforce | Subversion
- Confluence | Miro | Notion
- Jira | Trello | Mantis | Kanboard
- Visual Studio
- Microsoft Office | Google Docs
- Photoshop | Illustrator | Tiled
- Premier Pro | After Effects

Programming Languages

- UE Blueprints
- C / C++
- Java
- Lua
- C#
- Other scripting languages