

Lorenzo Tondo

Technical Game Designer
Student at Hanze University

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WORK EXPERIENCE

Novak Studios - *Technical Game Designer & Founder* **October 2024 - PRESENT**
Part-Time (variable hours) in Groningen, Netherlands

- Founded and developed the company as an entrepreneur alongside my studies
 - Designed and developed applied games for various clients
 - Coordinated the team, long-term planning, and day-to-day activities
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FlinkNL - *Delivery Rider* **March 2023 - February 2025**
Part-Time (8-12 hours/week) in Groningen, Netherlands

- Worked in a multi-cultural team, bringing groceries from the main hub to customers' homes
 - Assisted customers with their necessities, answering questions and providing help
 - Performed small maintenance on equipment
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Colmar Store - *Sales Store Assistant* **November 2021 - February 2022**
Part-Time (16 hours/week) in Bolzano, Italy

- Assisted customers in a multi-lingual environment (Italian - German - English)
 - Improved the shopping experience by answering questions and giving directions
 - Performed cleaning and restocking procedures
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BZMusical - *Acting & Performing Teacher* **September 2021 - June 2022**
Freelance (2-4 hours/week) in Bolzano, Italy

- Organized and led group rehearsals and workshops for adults and kids
 - Taught performance arts and theatre skills to a diverse group
 - Assisted with script writing and schedule planning
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Sunrise Animazione Turistica - *Tourist Animator* **June 2021 - August 2021**
Full-Time in Sassari, Italy

- Assisted and entertained guests in a multi-lingual resort (Italian - French)
- Organized and led group activities and games for guests of any age
- Performed regularly in evening theatre shows for guests

EDUCATION

Hanze UAS - Creative Media and Game Technologies

September 2022 - PRESENT

Bachelor of Science in Groningen, Netherlands - 240 ECTS

Skills: Game design and development - Technical design - C#/C++ programming - Project management

Liceo Scientifico Galileo Galilei - Scientific Lyceum

September 2017 - June 2022

High School Diploma in Bolzano, Italy

Skills: Math & Trigonometry - Chemistry - Biology - Earth Sciences - Physics - Computer Science

LANGUAGES

Italian - Mother tongue

English - Full professional proficiency (C2)

German - Limited working proficiency (B2)

Dutch - Basic understanding (Uncertified)

SKILLS

Game Development

I specialize in Technical Design and Programming for virtual games and applications, thus giving me a creative but structured approach to unfamiliar challenges.

Public Speaking & Performance

With my experience in theatre and entertainment, I acquired great communication skills and confidence when speaking to others, or in front of a crowd.

Critical Thinking

I enjoy problem-solving in new scenarios. I always try to find the most efficient and elegant solution to a problem, considering all factors at play.

Organization & Teamwork

I am always eager to take initiative and work through unusual situations. I am comfortable when working with others, even through cultural differences.

Professionalism

I can handle pressure while maintaining a professional attitude. I hold respect when speaking to both customers and co-workers.