



Francesco Narciso

Game Designer

Personal Data

Date of birth 09 - June - 1996
Nationality Italian

Profile

Game Designer with experience in prototyping, production and live ops for games played by millions

Skills

| | |
|--------------|-----------|
| Unity | ● ● ● ● ● |
| Miro | ● ● ● ● ● |
| Figma | ● ● ● ● ● |
| Asana | ● ● ● ● ● |
| Notion | ● ● ● ● ● |
| Illustrator | ● ● ● ● ● |
| InDesign | ● ● ● ● ● |
| Photoshop | ● ● ● ● ● |
| Office Suite | ● ● ● ● ● |

Languages

| | |
|---------|-----------|
| English | ● ● ● ● ● |
| Italian | ● ● ● ● ● |



Portfolio

www.francesconarciso.com

Contacts

📍 Beukenlaan 83-59, Eindhoven
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✉ francesco.narciso96gmail.com

Work Experience

2021 -
present
Eindhoven,
Netherlands

Game Designer
ChimpWorks

Responsible for all aspects of game design, including gameplay, level design, user experience (UX), systems, economy and monetization design. Experience ranges from working individually in small teams as the sole game designer to collaborating in large teams with multiple game designers following the vision of our Creative Director.

Experience in all phases of production, from ideation and prototyping through soft launch and global launch to live operations - improving key performance indicators (KPIs) such as engagement, retention, and monetization based on player data.

Notable titles:

- Rider Worlds, 10M+ downloads
- Rider, 150M+ downloads

2023 -
present
Eindhoven,
Netherlands

Scrum Master (part-time)
ChimpWorks

Responsible for supporting two development teams, scheduling and facilitating scrum events & meetings.

Monitoring progress and performance, assisting teams in making process improvements, maintaining a healthy production board, and aiding the Product Owner in maintaining a healthy product backlog.

2020
Turin,
Italy

Marketing, communications and graphics
VIEW Conference

Education and Training

2024
Online

Lean Six Sigma - IASSC® Certified Yellow Belt™
PeopleCert

2022
Online

Professional Scrum Master I (PSM I)
Scrum.org

2015-2020
Turin,
Italy

Design and Visual Communication
Polytechnic University of Turin

Free credit courses:
Digital Revolution
Inclusive Design

Cambridge IELTS certification with a result of 8.0 (2019)

Additional Information

Served as the shot-calling jungler for a semi-professional League of Legends team.

Developed the ability to maintain composure and focus in high-pressure situations, while effectively rallying teammates toward shared objectives. Proficient communication skills facilitated strategic planning and fostered trust among team members, facilitating rapid decision-making in time-sensitive scenarios.

Grew up attending international schools in China.

Ability to adapt to multicultural environments, collaborate & communicate with people of divergent opinions and workflows.

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