

# Oren Moscovici

## Designer

---

- Highly organized professional with experience within the gaming industry.
- Driven, self-motivated and detail-oriented, with a strong passion for gaming and entertainment, committed to personal and career development.
- Accomplished designer proven through recognition awards from the [Polytechnic University of Milan](#) and [Digital Bros. Game Academy](#).

## Professional Accomplishments

---

*Proof of my work can be examined on my website portfolio enclosed under the Contacts section.*

### Game Tester, Ubisoft

*September 2022 – Present*

- Maintained bug reports of the highest quality to ensure developers had accurate information to efficiently fix critical issues (SP and MP). I did this by using interdisciplinary tools and software to collaborate across departments and studios to update the functionality and aesthetics of underdeveloped features, levels and player mechanics along with their VFX and SFX to achieve a high-fidelity game feel, while also speeding up production.
- Worked following test plans to improve debugging efficiency of new game modes during rapid iteration (MP).

### Game Economy Designer, Gameloft

*December 2021 – June 2022*

- Designed and iterated player mechanics, game mode rules, and live event systems within monthly development cycles.
- Created and iterated unique in-game items to add new gameplay features and experimental content to encourage more dynamic ways to interact with monetization mechanics.
- Created, iterated, and optimized several gameplay systems which have since become a core part of the core gameplay loop (MP).
- Designed and presented a combat focused game mode that supported fast-paced gameplay while doubling as an introductory game mode to present mechanics to new players.
- Worked on identifying potential sale drivers in the game economy, defining their key points of exposure.
- Worked alongside Live Ops to speed up workflow and iterations by over 150%.
- Designed interactable assets within environmental and narrative contexts to develop high quality game modes, prototypes and content.

### Production Assistant, Landing 2 Studios

*July 2020 – Dec 2021*

- Supported the director getting the cast, crew and set ready to shoot while keeping in check the company expenses and performing administrative work.
- Ensured everything was well organized and coordinated by clearly communicating instructions between departments.

## Contact

---

(+40) 772 060 996

orenmoscovici@gmail.com

www.orenmoscovici.com



## Education

---

### Bachelor of Design

*Polytechnic University of Milan, Italy*

- As part of a team, creatively solved complex tasks using various suits of design-centric software applications: this multidisciplinary education allows for a better understanding of other production departments needs when collaborating.

### Game Design Post-graduate Degree

*Digital Bros Game Academy, Milan, Italy*

- Held various managerial and executive roles while studying the rules of advanced game design and practicing the writing and management of design documentation.

## Languages

---

- [English](#), bilingual
- [Italian](#), native
- [Romanian](#), bilingual
- [Hebrew](#), elementary

## Skills

---

### Software

- [Unity](#), intermediate
- [Photoshop](#), intermediate
- [InDesign](#), advanced
- [Illustrator](#), advanced
- [Premiere](#), intermediate
- [Excel](#), advanced

### Task Management Tools

- [Jira](#)
- [Outlook](#)
- [Bloomberg](#)