

Alberto Boido

Senior Game Designer



CONTACT INFORMATION

MOBILE

+39 392 100 26 09

E-MAIL

alberto.boido@gmail.com

LINKEDIN

linkedin.com/in/4lb3rto/

TWITTER

@4Lb3Rto

KEY SKILLS

Avid creative mind

Experience in AI and system design

Pitching game design concepts

Transforming ideas into prototypes, design documents and features

Ensuring development quality

Collaborative, leader and mentor

Promoting cooperation among departments

Managing multiple tasks at the same time

Proactive and self-organized

Ability to adapt quickly to new topics and goals

EXPERIENCE

Ubisoft / Senior Game Designer

NOVEMBER 2007 - PRESENT

As a game designer, I worked on several types of games and on different platforms.

I am used to following the development of the creative process, being responsible for mechanics and features, creating game play proposals and achieving creative objectives and production milestones. I am also used to mentoring and coordinating small teams.

The published games I have worked on:

- **Mario + Rabbids Sparks of Hope** (Nintendo Switch)
- **Mario + Rabbids Kingdom Battle: Donkey Kong Adventure** (Nintendo Switch)
- **Mario + Rabbids Kingdom Battle** (Nintendo Switch)
- **Just Dance 2014** (Wii, WiiU, Ps3, Ps4, Xbox 360, Xbox One)
- **Just Dance 4** (Wii, WiiU, Ps3, Xbox 360)
- **Raving Rabbids Alive & Kicking** (Kinect Xbox 360)
- **MotionSports** (Kinect Xbox 360)
- **We Dare** (Nintendo Wii)
- **My Secret World By Imagine** (Nintendo Ds)

JWT - RMG:Connect / Information Architect

APRIL 2007 - NOVEMBER 2007

During this experience, I worked on the interactive areas of big advertising campaigns (i.e., Canon, Nestlè, Sony Ericsson).

NextMedia Lab / Game & Interaction Designer

NOVEMBER 2005 - APRIL 2007

My role was to design and develop games and interactive works using the most innovative and cutting-edge technologies available.

EDUCATION

Politecnico di Milano / Degree in Design

1999 - 2005

I obtained my degree with a thesis on the integration of a mobile location based game, a website community and an interaction TV to entertain players and ensure revenue for the television broadcasters.

PERSONAL PROJECTS

TOBET / Street Art

I like to paint around and increase the color in the streets around me.

OLD WALLS / Website

A website project about graffiti and urban development in which I collected some of the photos I made in the 90s compared with the same spot shot 20 or more years later.

ITALIAN DEFENDER / Flash Game

Italian Defender is a satirical flash game I made about Berlusconi's obsession with foreign press ('they are just communists attacking me' was one of his main assumptions).