GIONA CIANCI

Place and date of birth: [redacted]
Residence: [redacted]
Cell phone: [redacted] Email: [redacted]

EDUCATION

Digital Bros Game Academy ("DBGA") — **Milan (MI), Italy**
Online Master in Game Design — November 2024 – May 2025

- *DBGA is an international academy that prepares students to work in the video game industry. In particular, the Game Design course focuses on building video games, from design to development using game engines.*

Vigamus Academy – Link Campus University — **Rome (RM), Italy**
MSc in Technologies and Languages of Digital Communication (Gaming Orientation) — October 2020 - October 2022

- *Vigamus Academy is a nationally recognized leader in gaming, communication and marketing education, through intensive professional training programs.*
- *Final grade: 110 cum laude*
- *Thesis: "Pokémon: a Winning Idea of Game Design" (Supervisor professor: [redacted])*

Vigamus Academy – Link Campus University — **Rome (RM), Italy**
BSc in Innovative Technologies for Digital Communication (Gaming Orientation) — October 2017 - March 2021

- *Final grade: 102*
- *Thesis: "Undertale and the Fourth Wall in Videogames: A Thin Barrier" (Supervisor professor: [redacted])*

LICEO CLASSICO GIACOMO LEOPARDI — **San Benedetto del Tronto (AP), Italy**
Classic High School — September 2011 - June 2016

PROFESSIONAL EXPERIENCE

Abruzzo Progetti s.p.a. — **Teramo, Italy**
Digital Facilitator — January 2025 - Today

- *I provide individual facilitation and training courses to support individuals and organizations in adopting and effectively using digital technologies, within a project financed by Italy's National Recovery and Resilience Plan (PNRR).*

Studio V, Software House — **Rome (RM), Italy**
Game Designer Internship — May - June 2022

- *Played a critical role to help complete the development of a video game that will be soon released on Steam ("Dark Renaissance").*

Top Guard Security and Fi.Fa Security — **Ascoli Piceno and San Benedetto del Tronto (AP), Italy**
Steward — May 2022 – December 2024

Romics 2018 — **Rome (RM), Italy**
Assistant to the Vigamus Academy stand — April 2018

- *Helped the Vigamus stand in connecting prospective students with the university, during the comics and video games fair (Romics)*

VGMAG.it — **Rome (RM), Italy**
Editor — November 2017 – January 2018

- *Wrote news articles for the video game news site of Vigamus Academy.*

Gamerome 2017 — **Rome (RM), Italy**
Organization Assistant — November 2017

- *Collaborated in the organization of Gamerome, a three-day conference hosting professionals operating in the video game industry.*

Costa Sicura / Pool Security / Art Swiss Group — **Giulianova (TE) / Rome (RM) / Orosei (NU), Italy**
Lifeguard — Summer 2014-2024

Elettronica srl — **Corropoli (TE), Italy**
High School Internship — June 2014

LANGUAGES

- **Italian** (Native)
- **English** (Fluent)

COMPUTER SKILLS

- Excellent knowledge of **Windows** and **Microsoft Office** (obtained **ECDL Full Standard Certificate** in July 2015 and **CIAD Certificate** in April 2024)
- Good knowledge of **Unity** and **Unreal Engine 4** (game engines)

ADDITIONAL INFORMATION

- **Hobbies:** gaming, music, cinema, gym, tv and cinematic animation.

I authorize the use of my personal information - D.Lgs. 196/2003