



Francesco Avitabile

Technical Game Designer & Unity Developer
building systems, not just features

Contact



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Languages

Italian - native

English - professional

Spanish - professional

Tools

Unity / C#

Git, Jira, Notion, Google Suite,
MS Office, Confluence

Agile / Scrum

Unreal Engine (design)

Articy Draft, Inky

Photoshop, Canva, Krita,

Draw.io

Education

Narrative Design

Digital Bros Academy,
2024 - 2025

Computer Science

Università degli Studi di
Salerno, 2013 - 2017

High School Diploma in Foreign Languages

Liceo Linguistico
P.V.Marone, 2005 - 2009

ABOUT

I'm a Technical Game Designer with solid Unity development experience – the rare combination of someone who designs game systems and also builds them in code. On Golf Battle (Miniclip), a live mobile title reaching millions of players, I shipped end-to-end features: clan chat with server-side infrastructure, a reporting system, A/B-tested functionality, and internal tools for the UA team, inside a structured Agile pipeline. I also build things independently: FARO, a self-published Unity puzzle-platformer, and the 55HP Template, a reusable Unity architecture built to speed up mobile production. The throughline: systemic game design turned into production-ready code, built by the same person who designed it.

WORK EXPERIENCE

Independent Game Developer

2025 - present

55 HP Games - self directed

55HP Unity Mobile Template – reusable Unity architecture (Service Registry, FSM, Save System, Object Pooling, Addressables, UI architecture) built to accelerate mobile game production.
github.com/55hp/55HPGamesMobileTemplate

Client Unity Developer

2022 - 2025

Miniclip Italy

- Led the design and development of key gameplay features for the game Golf Battle like clan chat, music block for custom editor mode, report system ensuring alignment with project timelines and goals.
- Collaborated in a cross-functional Agile team, using Jira, Confluence, and Git to support sprint-based development and continuous integration. Developed and managed internal User Acquisition tool.
- Managed Live Ops features such as limited-time offers and seasonal content to improve player engagement and retention.

Game, Level & Narrative Designer

Dec 2020 - May 2022

Leaf Games & Software (Freelance)

Took on expanding creative and production responsibilities on 7 Sins (pre-production, unreleased) as the team grew – level design, narrative direction, and art direction across a small multidisciplinary team.

Level Designer & Unity Developer

Nov 2020 - Jul 2022

404 Gamez (Freelance)

Unity development and level design for hyper-casual prototypes: Exoplanets, Gas Farmer (winner, Adrenaline Rush Jam), Baby Death.

Solo Developer

Jan 2020 - Aug 2020

55 HP Games

FARO – self-published Unity puzzle-platformer (12 levels, kishōtenketsu-inspired structure), released on itch.io.

Customer Service Representative

Nov 2018 - Nov 2019

Teleperformance Portugal (Lisbon, PT)

Provided customer support and technical assistance for users of Supercell entertainment products, ensuring high levels of client satisfaction.