



Matteo Lonardi

GAME DESIGNER

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About Me

I've been working as a web developer for over 7 years, building customizable software and e-commerce solutions. I'm deeply passionate about game development and excited to begin my journey in the video game industry.

Education

- 2024 - 2025  Digital Bros Game Academy - Milan
Master in Game Design
- 2013 - 2018  ITIS E. Fermi - Mantova
High School Diploma in IT & Telecommunications

Languages

- Italian - Mother Tongue
- English - C1

Experience

○ Oct 2023 - present  Alpenite S.R.L. | Milan

Frontend Developer

- Contributed frontend development for e-commerce, delivering responsive and user-centric interfaces
- Implemented new e-commerce features and UI enhancements, integrating seamlessly with Magento 2/AEM backends
- Engineered custom PHP modules for Magento 2, extending core functionality to meet specific business requirements

○ Sep 2018 - Sep 2023  SW40 S.R.L. | Castiglione Delle Stiviere / Milan

Full Stack Developer

- Developed full-stack web solutions, handling both frontend and backend implementation
- Provided technical support and assistance to clients, ensuring prompt issue resolution
- Built and customized websites using WordPress, including content structuring and layout design
- Managed and maintained servers using the ISPConfig control panel
- Configured Android and iOS devices for Kiosk mode, optimizing them for dedicated-use scenarios
- Designed and developed hybrid mobile applications for both iOS and Android platforms

Skills & Technical Knowledge

Game Design

- Detail Design Documents
- Prototyping
- UI/UX Design

Engines, Plugin & Softwares

- Unreal Engine
 - Game Ability System
 - Blueprints
- Unity
- Blender

Programming Languages

- C, C++
- Javascript / Typescript
- PHP
- Python

Database Management System

- MySQL
- MariaDB
- SQLite
- SQL Server

IDE & Tools

- IDEA PhpStorm
- Visual Studio Code
- Figma
- Adobe Photoshop
- Adobe Illustrator

Software Deployment

- Docker
- NGINX
- Apache
- Caddy
- Linux Server over SSH

Projects

○ 2025 - Present

Connection Lost

- Final academic project at Digital Bros Academy for my master course
- 3D Sci-fi puzzle game using UE5. Currently in development and planning a full release