



Paolo Borsellino

Level Designer

CONTACT ME

- 📍 Milan (MI), Italy
Available to relocate
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EDUCATION

Digital Bros Game Academy

Game Design Course

2019 - 2020

Docety

Narrative & Game Design Seminars

2018 - 2019

TOOLS

Unreal Engine 4/5 Jira
Confluence Figma
Unity 3D Google Suite
Gimp Microsoft Office

LANGUAGES

Italian *Native*
English *Professional*

WORK EXPERIENCE

Level Designer

Apr 2025 - Present

Milestone I Milan (Italy)

I'm currently working as an experienced Level Designer on an open world flagship title of the company

Game & Level Designer

Sep 2021 - Mar 2025

3D Clouds I Milan (Italy)

I have worked as a Game & Level Designer on four projects for the company:

Trident's Tale

- Map blockouts with UE5 for 20 islands in an open world
- Mechanics prototyping via blueprint visual scripting (eg. environmental puzzles)

PAW Patrol: World

- Map blockouts with UE4 for an open world
- Quest design and quest implementation in engine

PAW Patrol: Grand Prix and Gigantosaurus: Dino Kart

- Tracks blockouts with UE4 for two kart games
- AI management and tuning in engine

Game Design Intern

Mar 2021 - Sep 2021

Rortos (Ten Square Games) I Verona (Italy)

I have worked as a Game Designer on both live ops (Real Flight Simulator and Airline Commander) and the production of new projects, like Wings of Heroes

Freelance Game & Level Designer

Nov 2020 - Apr 2021

Smallthing Studios I Genoa (Italy)

I was appointed as Game Designer for the pre-production of Simon the Sorcerer: Origins, and as Level Designer on Gumball Splash Adventure

OTHER INTERESTS

Indie Game Adaptation

In my spare time, I used to work at the Italian translation of different small indie games. Specifically, I am proud of my work on Oneshot's official Italian adaptation and Omori's Italian adaptation.

Tabletop RPGs Master

I have always loved boardgames and tabletop RPGs and I've been mastering different groups and manuals for 10 years now. I enjoy making everybody feel like they belong at the table.