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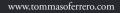




VIMEO https://vimeo.com/user94193515



PORTFOLIO





EDUCATION

2020/2021 - **Digital Bros Game Academy**, Game Design class, Milano;

2017/2019 - *Scuola Holden*, two years master in Storytelling and performing art, college cinema;

2019 - Workshop in stop-motion animation and puppet making with **Stefano Bessoni**;

2014/2017- *Università degli studi Statale* di Milano, Bachelor degree in Modern Literature

SKILLS

OOO ● Unreal Engine
OOO ● Godot

O • • • • English
 O O • • Spanish
 O O • • Portoguese

Music (acoustic guitar), Literature, Manga/Anime, Breeding cats (sphynx), Basket, Football

TOMMASO FERRERO

Narrative Designer

My name is Tommaso Ferrero. I'm a *Scriptwriter* and a *Game Designer*, so I found it natural to start to specialize myself to become a *Narrative Designer*. I wrote for theater plays, Cinema and ADVs, learning how to coordinate both artistic and organizational aspects of a project, creating *versatile* worlds for specific audiences. I learnt registic techniques, learning *actor coaching* and how to lead a work team. I studied *Game Design* in DBGA, linking my love for storytelling to my passion for video games. I worked in different companies gaining more knowledge of what teamwork means and how a "good narrative" is not only a "good story". I get involved with a lot of passion in things I do, creating new and undiscovered stories.

PROFESSIONAL EXPERIENCE

GAME DESIGN

2023/2024 - Narrative and Level Designer in Space Whale Studio and Digital Mosaik on Wisdom Watcher (VR) an various B2B projects;

2021/2023 - Lead Designer in **Biokip Labs and B.I.M.B.I.** Worldwide on various project as Bloop Festival and Universikid Platform;

2020/21

- Narrative designer in *Dreaming Doors*;
- Lead project in *Rogue Wild Tactics* (in collaboration with 34BigThings);
- Lead Project and Narrative Designer in **Sky Dice** mobile project (in collaboration with WhattWapp);

CINEMA/TV

2024

- Author for the feature film 12 Bare e Mezzo a Fosso Ghiaia selected in Biennale College program 2024 in Venice (in production);
- Author for the short movie *Piacere mio* Selected for the Valle D'Aosta regional Fund international (ITA-FRA) production with *NewGen Entertainment, Korova and La Casquette production* (in production);
- Author for the short movie *Disamistade* Selected for the Sardegna regional Fund with *New-Gen Entertainment and Terra de Punt* (selected to represent Italy in the Clermont Ferrand Festival as national script selected by "La Casa del Corto") (in production);

2023

- Scriptwriter and director of the short movie *Canari* (now in distribution);
- Scriptwriter and director of the feature film *O rei dos Arenque*s now in production with *NewGen Enterntainment*;
- 2022 Scriptwriter and director of the short movie *Un affare Italiano* streamed on *Weshorts* and pilot episode of a feature doc film;
- 2021 Author of the feature film Like;
- 2020 Scriptwriter and director of **BLU** (special mention at *Meihodo International Youth Media Festival 2020*) a *Les Moustaches* production;

2019

- Director and scriptwriter of the short movie *Teresa* (Opening Doors selected, mentioned at Les Arc international Festival and selected in RIFF Rome Indipendent Film Festival 2019);
- Director of fashion film *Anima Domus* for Giulio Morini's collection, winner of *Createx Project 2019*;
- 2018 Director, scriptwriter and animator for various projects;

THEATRE

2012/now - Director and dramaturgist in Les Moustaches - under 30 artistic collective

CREATIVE DIRECTION

2021/2023 - Creative direction for various projects in Biokip Labs inside Bloop Festival
2019/20 - Copywriter in Eggers 2.0 (Advertising campaigns for Ferrero, AlpiTour and Torino city hall);

2019 - Coordinator of the Project-work Come nasce e si sviluppa un progetto artistico? - cinema/game section at Liceo Linguistico Falcone in Bergamo.