



IVAN MACCA

GAME DESIGNER 3D ARTIST & ANIMATOR

I design the experience:
core loop, systems, economy.

The why behind every tap.

Then I bring it to life:

worlds, characters, animation.

The how that makes it real.

01 · THE MIND

Game Design

Mobile first (F2P, casual, LiveOps), plus PC, web and Roblox. Systems, core loops and economy. I write the GDD, balance the numbers and prototype the idea myself in Unity, Unreal or Godot.

Mobile F2P Core loop & metagame Economy & balancing
Progression LiveOps & events Monetization
Narrative & quests Level design GDD & specs
Team communication Prototyping

DESIGN EXPERIENCE

- **Game Designer** 2025
Loop Heroes · contract
Progression, skill tree and balancing, prototyped in Unity.
- **Head of Game Production / Design** 2023 – 2024
ChickenWars.io · remote
Mobile title: production, core loop; led design, art and dev.
- **Game Designer** 2024
MQDC Idyllias · part-time contract
Mobile pet sim end to end: mechanics, monetization, UX.
- **Senior Game Designer, Consultant** 2024
Playscape · Roblox title
Game review and player-feedback analysis.
- **Lead Game Designer** 2022 – 2023
Famtech VN · Hanoi, Vietnam
Online RPG: GDD, events, lore; bridged art and programming leads.
- **Game Designer** 2020 – 2022
LEAFgs · remote
Mobile games for clients; a PC horror game with puzzles.

psst, recruiter: eyes on the dot, scroll fast and watch me dance :)

02 · THE HAND

3D Art & Animation

Stylized characters, props and environments, from sculpt to game-ready asset, then rigged, animated and rendered.

Stylized Sculpting Low poly Retopology
UV & baking PBR texturing Modular kits Rigging
Character animation Cinematics VFX UI 3D to 2D

ART & ANIMATION EXPERIENCE

- **Freelance 3D Artist & Animator** 2018 – Present
Upwork and direct clients · remote
Magic Street Stars, Dungeon Dilemma (Steam), Riptopia, and the Pinkphants VEVO music video.
- **3D Artist** 2023 – 2026
Indie developer, Denmark · NDA
Game-ready props and a modular environment pack.
- **3D Animator & 3D Artist** 2024 – 2025
CozyBox Studio
Episodes of *Monsters' Tales*, character rigs and an animation library.
- **3D Asset Creator** 2025 – Present
Epic Games Fab · fab.com/sellers/SoulDesignStudio
Game-ready environment kits and characters for Unity and Unreal.

TOOLKIT

Blender Substance 3D Painter Substance 3D Designer
Unity Unreal Engine Godot Spine 2D

MODERN WORKFLOW

All tools take care of the repetitive parts (batch scripts, references, doc drafts), so my time goes into design and craft.

WHERE THE TWO HALVES MEET

From idea to playable

I can take a mechanic from paper to a prototype with real art in it, without waiting on three departments.

Art that serves the game

Assets built with polycount, readability, collisions and the core loop already in mind.

One voice across the team

I speak design, art and tech, so briefs and handoffs between departments and programming leads get shorter.

Work samples

Modeled, textured, animated and rendered by me in Blender and Substance 3D. Design work is mostly under NDA; details on request.

● Art & animation ● Game design ● Both



● **Ripptopia** environment, VFX, UI



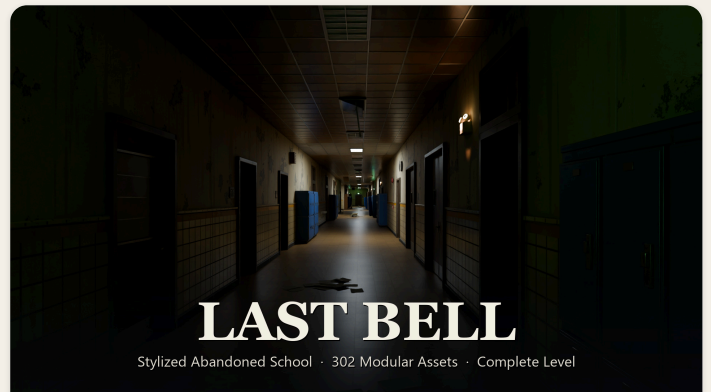
● **Yuki** character model, Magic Street Stars



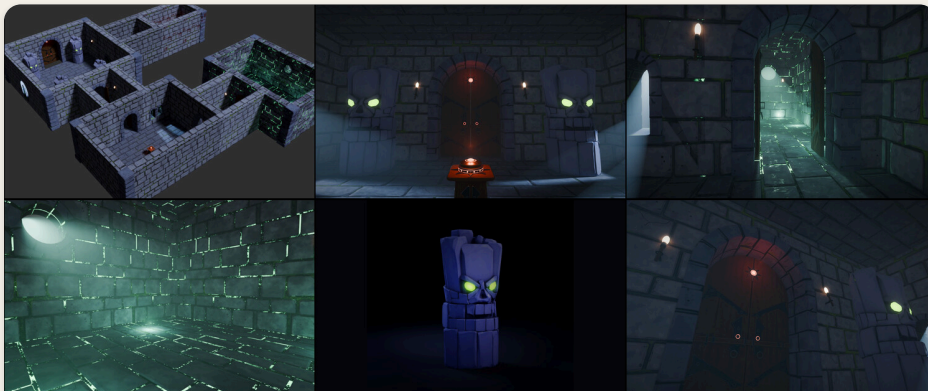
● **Yuki's car** vehicle



● **Robot character** key art and lighting



● **Last Bell** modular level kit on Fab



● **Dungeon Dilemma** Unity 6, Steam: kit, interiors, props



● **Robot** textured, game-ready

01 · MIND

Design it from A to Z

Concept, systems, economy, narrative, levels, UX and the GDD.

MIND + HAND

Prototype it

Playable in Unity, Unreal or Godot, fast.

02 · HAND

Build the world

Stylized, game-ready models and textures.

02 · HAND

Bring it to life

Rigging, animation, VFX and cinematics.

ANIMATION

The Pinkphants – “Tipitos Pam Pam”, official VEVO video: [watch](#)

CozyBox Studio, *Monsters' Tales*: [youtube.com/@CozyBoxStudio](#)

Cinematics and motion intros. Demo reel on request.

EDUCATION

Game Design & Development
Vigamus Academy, Rome · 2021

Diploma, Accounting & Business
Technical Economic Institute · 2018

ABOUT

Italian, 29
Work permit

English
Italian · Vietnamese

Sicily, Italy
Vietnam & Europe
C2
Native · A2