IVAN MACCA

Lead Game Designer | 3D Artist & Animator

Sicily, Italy | EU & Vietnam Work Permit
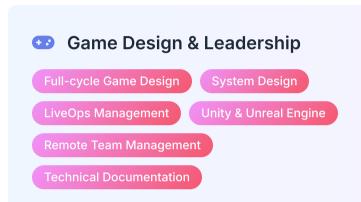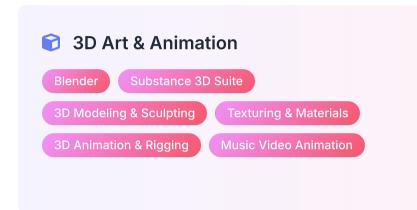
ivanmacca103@gmail.com

+39 327 925 7204

Portfolio: souldesign.blog

👤 Professional Summary

Versatile Game Designer and 3D Artist with international leadership experience in mobile, PC, and blockchain projects. Specialized in system design, LiveOps management, and full-cycle 3D production. Proficient in crafting immersive experiences with Unity and Unreal Engine, and creating high-quality assets and animations with Blender and Substance 3D Suite. Combines deep understanding of player psychology with robust technical documentation and remote team management skills.

⚙️ Core Competencies

🎮 Game Design & Leadership

Full-cycle Game Design   System Design

LiveOps Management   Unity & Unreal Engine

Remote Team Management

Technical Documentation

🧊 3D Art & Animation

Blender   Substance 3D Suite

3D Modeling & Sculpting   Texturing & Materials

3D Animation & Rigging   Music Video Animation

💼 Professional Experience

Head of Game Production / Head of Game Design
December 2023 – January 2025

ChickenWars.io (Remote)

> Led the GameFi project linked to the $CCC token, overseeing the entire production cycle
> Managed development teams, core loop design, and metagame balancing
> Designed and managed LiveOps, planning and implementing in-game events to drive player engagement

Lead Game Designer
January 2024 – June 2024

MQDC Idyllias – Portal Pal (Remote)

> Designed a complete metaverse pet simulator, from core mechanics to monetization and UI/UX
> Integrated the game within the Idyllias metaverse, creating dynamic and explorable environments

Lead Game Designer / Narrative Designer
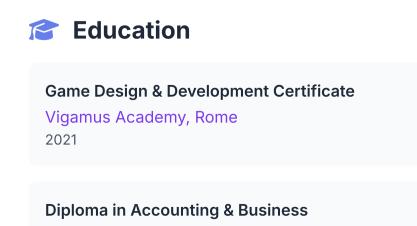May 2022 – May 2023

Famtech VN – Versial (Vietnam)

> Developed a blockchain MMORPG, creating the GDD, progression systems, in-game events, and core narrative
> Coordinated with the art department and managed updates for other company titles

Freelance Game Designer & 3D Artist
October 2018 – Present

Various Clients (Remote)

> Provided freelance game design for numerous mobile titles, from concept and system design to balancing
> Created, textured, and animated 3D assets and characters for various indie game projects
> Produced and animated full-length, cartoon-style music videos for independent clients
> Held key design and management roles on projects like Suburban Colors (NFT), Spirates (Rail Shooter), and Dark Renaissance (Quest Writer)

🎓 Education

Game Design & Development Certificate

Vigamus Academy, Rome

2021

Diploma in Accounting & Business

Technical Economic Institute, Agrigento

2018

🔤 Languages

Italian	Native
English	C2 (Full Professional Proficiency)
Vietnamese	A2 (Basic)