

Francesco d'Ecclesiis

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Second-year Games Development student with a genuine passion for video games across all genres, from cozy indie titles to highly competitive multiplayer experiences. What draws me to development is the logic behind it: understanding why a mechanic works and how it affects the player. I work primarily in Unity and C#, with growing exposure to Unreal Engine and C++. I'm looking for an opportunity where I can apply what I'm learning, contribute meaningfully, and develop further under the guidance of experienced professionals.

INDUSTRY EXPERIENCES

Junior Games Developer (Personal Projects)

2024 – Present

- Designing and building small-scale game prototypes in Unity, focusing on gameplay mechanics, player feel, and performance optimisation.
- Scripting core game systems in C#, including character controllers, UI logic, and basic AI behaviours.
- Actively deconstructing mechanics from a wide range of games — cozy, competitive, and everything in between — to inform design decisions.

PORTFOLIO

<https://fragamesdev.com/>

EDUCATION

BSc Games Development — University of Greenwich

2024 – Present

London, UK

WORK EXPERIENCES

Game Tester / QA (Voluntary)

2023 – Present

Online Community & Personal Network

- Tested and evaluated indie game builds, reporting bugs and balance issues with structured feedback.
- Developed a keen eye for gameplay feel, progression curves, and user experience friction points.

SKILLS

Languages: Italian; English.

Technical: Game mechanics design; C# scripting; gameplay prototyping; performance optimisation; version control (Git).

Systems: Unity (proficient); C# (proficient); Unreal Engine (basic); C++ (basic); Visual Studio; Git & GitHub.

Personal Skills: Analytical thinking; logical problem-solving; game mechanics analysis; attention to detail; self-directed learning; collaborative team mindset.