

# Niccolò Pietro Donati

## Game & UX Designer

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### Niccolò Pietro Donati

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### Expertise

- Game Design
- UX Design & Accessibility
- Analytic Philosophy
- Philosophy of Mind & Cognitive Science

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### Development

- Unity
- Playmaker
- Figma & Adobe XD
- Google Docs Editors

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### Experience

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#### Lemons in the Room / Game & UX Designer

08/2023 - TODAY

I am working together with the team of Lemons in the Room on different projects as a Game and UX Designer. We specialise in VR experiences and we work for different clients like Careggi University Hospital.

#### Meditec S.r.l. / UX/UI Consultant

08/2023 - 10/2023

I worked as an external consultant on the User Experience of Nu-Evo, an e-learning website for healthcare professionals.

#### University of Florence / External partner

01/2023 - 05/2023

I gave a presentation about the principles of Game Design. It was then organised a workshop where the students would make VapoRun's promo art. I reviewed the material weekly and followed the students until the final delivery.

#### VapoRun / Game Director & Designer

11/2021 - 05/2023

VapoRun is an endless runner where you can run with multiple cars at once.

#### CineGame Jam di PGC Festival / Best Game prize

11/2020

With my team I won the Best Game and the Audience prizes with the game Metro Monster at the CineGame Jam organised by Cineteca Milano.

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## Education

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### University of Florence / Philosophy course

09/2019 - 04/2024

I worked on a thesis about: which perception theory, between different forms of representationalism and antirepresentationalism, is the most convenient for UX Design.

### TheSign Academy / Game Design course

11/2019 - 09/2022

I worked on several projects with different Game Design approaches. I mainly focused on UX Design and accessibility.

### Liceo Classico Michelangiolo / High School Degree

09/2014 - 07/2019

During high school years I understood my passions for Philosophy and Design through readings such as The Design of Everyday Things by Donald Norman.

### British Institute of Florence / B2 English Certificate

07/2018

First Certificate in English.

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## More about me

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I like classic rock music and I play the bass. In philosophy I'm aligned with the analytic approach. I usually go to the gym and enjoy physical activity. I always loved videogames and I decided to study game design focusing on UX and accessibility.