

# Claudio Visentin

Live-Service Game Designer · Events, Engagement & Feature Redesign

[claudiovisentin.com](http://claudiovisentin.com) · [c.visentin@outlook.com](mailto:c.visentin@outlook.com) · [linkedin.com/in/claudiovisentin98](https://linkedin.com/in/claudiovisentin98)

Dublin, Ireland

## Summary

Live-service game designer with 3+ years designing for *Seafight* and 4+ years working on it at Bigpoint, a 20-year-old browser MMO with a veteran player base. Design 6–7 live events per year, from small experiments to major seasonal releases. Strongest at refreshing recurring content, rebuilding underperforming systems, and turning player feedback into events and features that earn strong community ratings.

## Experience

### Bigpoint

Apr 2022 – Present · Hamburg / Dublin (Remote)

### Freelance Game Designer

Nov 2024 – Present

Retained by Bigpoint as a freelance designer following the studio's restructure, continuing live-service design work on *Seafight*. Lead and deliver event, sales beats, balance, and UX work from concept and specification through implementation support, launch, feedback review, and post-launch tuning.

### Game Designer

May 2023 – Nov 2024

Designed 6–7 live events per year for *Seafight*, ranging from small experimental events to major seasonal releases. Created event concepts, mechanics, sales beats, reward structures, and reusable event systems while collaborating across design, QA, development, and production from concept to launch.

### Associate QA Analyst

Apr 2022 – May 2023

Tested live updates, events, features, and permanent content across Bigpoint products including *Seafight* and *Farmerama*. Promoted to Game Designer after pitching design changes to live content that the team picked up and shipped.

## Selected Game Design Work

### Atlantis Redesign

Redesigned the poorly received Atlantis expansion after weak community reception and low adoption. Improved onboarding, progression loops, reward clarity, and player motivation; the relaunch reached **50% DAU participation** within its first month.

### Event Completion Window

Designed the Event Completion Window as a small-event experiment; it became the standard event-UI pattern across *Seafight* and is now used in every event, consolidating progression, objectives, and rewards into one clear player-facing surface.

### Recurring Event Refreshes

Refreshed major recurring events including Civil War 2023, Winter Event 2024, and Revenge of the Turtle 2025 with new mechanics, reward structures, secret quests, and super admiral encounters. Events I designed frequently score **9–10/10** in internal post-event community reports compiled from player feedback.

## Education

UCD · Grad Cert, Creativity & Innovation

Sep 2025 – May 2026 (*completing*)

Breda University of Applied Sciences · MSc Game Technology

Sep 2021 – Jun 2022

TU Dublin · BA Computer Games & Programming · First Class Honours

Sep 2018 – Jun 2021

## Skills & Languages

### Live Design

Live-Service Design · Event Design · Feature Redesign · Player Engagement · Progression

### Product & Strategy

Monetization Planning · Player Insight · Player Feedback Analysis · Post-Launch Iteration

### Collaboration

Cross-Functional Communication · Pitching · Design Documentation

### Tools

Figma · Unity · C# · Git · Jira

### Languages

Italian (Native) · English (Full Professional) · German (Basic)