



UGO MANNO

NARRATIVE DESIGNER

Stories and music lover, I want to **convey emotions and meaningful messages** through my creations, by combining gameplay, music and visuals.

Rubika[∞]

ugomanno2@gmail.com

> [Linkedin](#)

> [Portfolio](#)

FRENCH
NATIVE

ENGLISH
ADVANCED

Looking for a 6 month internship starting in June 2026.

PROJECTS

RAINY DAYS STUDIO • NO LEDGE (current) Narrative adventure
GAME, NARRATIVE & LEVEL DESIGNER

- Designing vehicle and avatar 3Cs
- Developing world lore and level narrative content
- Level blocking in **Unreal Engine 5**
- Writing dialogues in a dedicated tool and integration

WHISPERS OF THE VILLAGE (2025) Visual novel
GAME, NARRATIVE & SOUND DESIGNER

- Designing and tweaking puzzle sequences
- Developing world lore and characters
- Sound editing and integration in **Unreal Engine 5**

> [Available for free on Steam!](#)

PARKOUROMANCY (2024) 3D Parkour
GAME & LEVEL DESIGNER

- Blocking rooms and gameplay elements in **Unity**
- Tweaking of the avatar's 3Cs

SKILLS

HARD SKILLS

- > 3C Design
- > Writing
- > Narrative Design
- > Level Design
- > Documentation
- > Quest Design

SOFT SKILLS

- > Analytical skills
- > Rigour
- > Communication
- > Proactivity

EDUCATION

2023-2026 • Valenciennes (France)
RUBIKA SUPINFOGAME
Master Game Design & Management

2020-2023 • Lille (France)
E-Artsup
Bachelor Game Creative & Coding

2020 • Sin-Le-Noble (France)
Economic & Social Baccalaureate

SOFTWARE



UNITY



GIT



NOTION



OFFICE



UNREAL



INKLE



ADOBE

HOBBIES

> VIDEO GAMES

- Soma
- Rocket League
- Outer Wilds
- Kena Bridge of Spirits

> MOVIES/SERIES

- Your Name
- Chernobyl
- Coraline
- Oppenheimer

> MUSIC > [Discogs](#)

Vinyl & CD collector

- Tyler, The Creator
- Doja Cat

- Magdalena Bay
- NewJeans