

Matteo Bonapersona

Game Designer & Product Manager

Portfolio: <https://matteo-bonapersona.pages.dev>

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Six-Fours-Les-Plages, France

24 years old

PROFESSIONAL EXPERIENCE

Freelance Project Manager, Trendex

November 2025 - July 2026

- Worked on the product conception and oversaw development of multiple projects, including a fantasy football web3 game and a simulated stock market game.

Game Designer & Scrum Master, Trendex

January 2023 - May 2025

- Led an international team of 9 developers and 1 QA engineer. Actively participated in product meetings and oversaw the development of new features from conception to release.
- Worked closely with UI/UX designers, Community Managers, and the marketing team to create a seamless and user-friendly product.
- Involved in the design stages of features and the balancing of play-to-earn features.
- In a startup environment, demonstrated versatility by also handling support, marketing, and design tasks as needed.

Game Designer Intern, Trendex

September 2022 - December 2022

- Designed innovative Play-To-Earn mechanics to improve user engagement, leveraging gamification strategies to boost platform retention.

EDUCATION

Bachelor of Game Design, Brassart Lyon

September 2019 - June 2022

- Focus on learning game engines, level design, UI/UX and systems design.
- Developed skills in creating engaging player experiences.

CORE SKILLS

PC / Mobile / Board game design • Game Balancing • Gameplay Prototyping • Game loops • Economy & Resource Systems • Gamification • Product Management • SCRUM • Unity Game Development

TOOLS AND SOFTWARE



Microsoft suite



Google suite



Unity



Unreal Engine



Miro



YouTrack

LANGUAGES



French (Native) • Italian (Native) • English (Fluent)