

# Carola Pettinato

## Game Designer

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London, UK

Creative and technically driven Game Designer with over 3 years of AAA experience at Electronic Arts. Currently a Technical Designer on Battlefield, with prior contributions to Need for Speed Unbound. Passionate about XR innovation, narrative, and crafting immersive player experiences. Known for cross-team collaboration, storytelling, and mentoring within inclusive industry spaces.

## Experience

Sep 2023 - Present

**Technical Designer**

**Battlefield 6**

*Criterion, Electronic Arts*

- Designed and implemented gameplay systems, mission logic, and interactive content using Frostbite editor.
- Supported prototyping and production by scripting level objectives, interactive content, and gameplay flow.
- Created and maintained design documentation to support cross-team communication.
- Collaborated across multiple teams and international studios to deliver consistent design.

Jul 2022 - Sep 2023

**Game Designer Intern**

**Need for Speed, Unbound**

*Criterion, Electronic Arts*

- Designed and implemented single-player campaign missions, focusing on pacing, flow, and player engagement.
- Contributed to the game's economy design, balancing progression and player rewards.
- Designed and iterated on session challenges, incorporating feedback from playtesting and accessibility reviews.
- Produced clear design documentation and prototypes to align cross-functional teams.

## Other Experience

2022 -Present

**Ambassador, Mentor & Speaker**

- Represented **Women in Games** at panels, university and school talks, live events.
- Organised workshops and mentoring to support underrepresented talent (**London Game Changer, Ukie**).

## Education

- **BSc Computer Games Design (First Class Honours)** - Staffordshire University London, 2020-2024

*Recipient of the **Generation Google Scholarship: Women in Gaming** (2021)*

## Skills

- **Design & Technical:** Gameplay systems, level design, VR/AR, scripting (Blueprints, C#, C++), mission design, quest design, economy design
- **Tools:** Frostbite, Unreal, Unity, Perforce (P4V), Figma, Jira, Git, Maya/Blender
- **Collaboration & Core Skills:** Cross-studio teamwork, design documentation, playtesting & feedback integration, critical thinking, public speaking