Marco Teglia

Game designer, audio and systems. Rome, Italy

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I design games where sound is part of the mechanic: timing windows, quantized feedback, adaptive music. I prototype in Unreal Engine 5 and on the web, ground design choices in research on perception and flow, and have taken a mobile puzzle game from first idea to a TestFlight release.

Projects

2026 — **Sonoboros**

Rhythm game. Designed and directed, built with AI-assisted coding. JavaScript, Web Audio API, Canvas

- Snake rebuilt as a sequencer: each turn is a note and the body echoes it back. Closing a loop plays a chord whose quality depends on the loop's shape.
- Sound and image share one clock, keeping feedback within the 40–60 ms binding window. Built-in A/B study mode with Latin-square ordering and in-game questionnaire.

2026 — **Nonna's Pantry**

Mobile sorting puzzle, version 1.0 in TestFlight. Designed and directed, built with AI-assisted coding. TypeScript, Capacitor

- 134 levels from a seeded generator, each checked by a breadth-first solver against its move limit and required mechanics.
- Sawtooth difficulty curve, solver-driven hints, and a room-restoration meta game with no lives, timers or real-money pressure.

10/2025 – 03/2026 — **Beat Rider**

Audio-reactive runner, graduation project. Unreal Engine 5 (Blueprints), Reactional Music, TouchDesigner

- Action sounds quantized to the beat; track lines spaced at 60 / BPM × player speed so players see the rhythm before they hear it.
- Procedural tunnel driven by the music's spectrum; soundtrack remix structured on Huron's ITPRA model of expectation.

2025 — **Stealth-action prototype**

Exam for Tech Animation and Sound Design, graded 30/30 in both. Unreal Engine 5, Wwise

Character controller and Animation Blueprint (move, sprint, crouch, dodge, aim and fire a bow while moving). Wwise audio tied to character state: stance-aware footsteps, bow tension, noise cues that distract guards.

2024 — **Bombdodge**

Motion-controlled arcade installation. Processing, Microsoft Kinect

Body-tracked catching and dodging game with combos and lives.

Education

10/2022 – 03/2026 — **Quasar Institute for Advanced Design, Rome**

Bachelor's degree in Interaction Design, Game Design track

Thesis: “Beyond Visual Realism: Sound Architectures and Digital Synesthesia for Flow State Induction” (in Italian), with the Beat Rider prototype. Supervisor: Furio Valitutti.

09/2017 – 07/2022 — **Liceo Scientifico Primo Levi, Rome**

High school diploma, science track

Skills

Engines and code	Unreal Engine 5 (Blueprints, C++), JavaScript, TypeScript, Processing
Audio	Wwise, Web Audio API, Reactional Music, FL Studio, Ableton Live; sound design and beatmaking
Visuals	TouchDesigner
Other	Public speaking, team projects
Languages	Italian (native), English (B2)