

David Spada

Board Game Designer & Developer

davidspadadesign@gmail.com | davidspada.pages.dev | BoardGameGeek | LinkedIn

PROFILE

Board game designer and developer with experience ranging from family and party games to strategic Eurogames. Work includes original design, game development, rules, prototyping, playtesting, playful learning and professional consulting.

BOARD GAME EXPERIENCE

Publications

- 2026 - **Bag & Snatch: Backyard Brawl** and **Ocean Turmoil** (Deer Games Studio, with Nestore Mangone).
- 2025 - **Onirico** (Lisciani Giochi).
- 2024 - **Birdie** and **Squeaky** (GateOnGames).
- 2022 - **Foxy** (GateOnGames); **Rubico** (Demoela / 49 a.C.).
- 2021 - **Tabannusi: Builders of Ur** (Board&Dice;, with Daniele Tascini).
- 2019 - **7 - The Sins** (GateOnGames).

Upcoming and confidential projects

Toby GateOnGames - with Luca Rosa Announced title scheduled for release in 2026.	Museo della Figurina di Modena With Filippo Landini Upcoming game created for the Museo della Figurina di Modena.
Confidential projects Unannounced development American-style Kickstarter game; word-based party game; Euro-style game with Andrea Robbiani; new board game published by Lisciani Giochi.	Additional NDA work Tabletop development Further design and development work will be disclosed when permitted.

Game development

- **Primal: The Awakening** - development work on two expansions.
- **Urban game for Savignano sul Rubicone** - commissioned project for the municipality.
- Prototype, rules, structure, pacing, interaction, balance and usability development.

EDUCATION, EVENTS AND CONSULTING

- Teacher training and playful-learning activities using modern board games.
- Talks and workshops on executive functions, mathematical thinking, game design and educational play.
- Organization and coordination of events, author meetings, playtests and IdeaG / Gioca con l'Autore initiatives.
- Freelance Fiverr consulting for rulebooks, Kickstarter projects, prototypes and Tabletop Simulator.

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OTHER PROFESSIONAL EXPERIENCE AND TRAINING

Kept separate from tabletop credits and based on information publicly visible on LinkedIn.

Freelance / self-employed work Current professional profile Listed services include training, translation, copywriting, technical support, technical writing, project management, corporate training, commissioned writing, custom software development and user-experience design.	Università dei Sapori - Perugia Professional education - 2016-2018 Professional training completed in Perugia.
Now! - digital publishing project 2011 - BarCamp recognition in 2012 Business concept for a news network combining blogs, social networks and web magazines; winner of a CNA Ravenna BarCamp competition in 2012.	Cotto e Mangiato Publication - June 2012 Recipe credited in a Cotto e Mangiato cookbook.

CERTIFICATIONS

Magic: The Gathering Judge L1 Wizards of the Coast - February 2010 Level 1 judge certification for organized play.	HACCP May 2015 - May 2019 Food-safety training and certification.
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SKILLS

Game design · Game development · Playtesting and iteration · Rules and usability · Tabletop Simulator prototypes · Kickstarter consulting · Playful learning · Training · Project management · Copywriting and technical writing · Translation · UX.

LANGUAGES

- **Italian** - native.
- **English** - full professional proficiency.

CONTACT

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