ALESSANDRO TIRONI – GAMEPLAY PROGRAMMER

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[Linkedin](#) | [Github](#) | [Personal Website](#)

Professional Summary

Gameplay programmer with four+ years of experience in the videogames industry and former research consultant at the University of Milan. I have a M. Sc. in Computer Science with a focus on videogame development; my interests focus on character controls and animation programming.

Work History

Gameplay Programmer   September 2019 – In progress
Storm In A Teacup S.R.L.   Rome, Italy
Working on [Steel Seed](#).

Research Consultant, Research Fellow   May 2017 – August 2019
University of Milan - Applied Intelligent Systems Laboratory   Milan, Italy
Design and development of exer-games for postural exercising and an intelligent empathic virtual caregiver in the MoveCare project (*www.movecare-project.eu*) on the Unity game engine.

Talks and Events

- **Speaker**, Unreal Engine Meetup Rome #17: "Melee Combat System: Building Blocks" – December 2023, Rome, Italy

Contract Work

- **Teacher**, AIV – Accademia Italiana Videogiochi: lectures on Unreal Engine 4 programming for the Programming course of the academy – June 2021, Rome, Italy

Education

Master of Science: **Computer Science**   2016-2019
University of Milan   Department of Computer Science, Via Celoria 18, 20133 Milan

Bachelor of Science: **Computer Science**   2013-2016
University of Milan   Department of Computer Science, Via Celoria 18, 20133 Milan

High School Diploma   2008-2013
Liceo Scientifico Statale "Filippo Lussana"   Bergamo, Italy

Skills

- 4+ years' experience in professional game development with Unreal Engine 4
- 3+ years' experience in game development on Unity game engine
- Expertise in C++ 14, C# and Python
- Experienced in software version control management with Git and Perforce
- Experience with NUI-based game development

- Leadership abilities to organize and direct small groups of creative individuals
- Comfortable working independently and in team setting
- Strong communication skills
- Proficient in English (B2 level)
- Passionate in video games, especially action-adventure, turn-based and action RPGs

Portfolio

Professional Game Projects

- *Steel Seed*, September 2019 to present – Gameplay Programmer [Unreal Engine 4 – Storm in a Teacup S.R.L.]

Personal/university projects

- *The Wicked Angerdorf* [1], March 2018 – June 2018, prototype – Team leader and programmer [Unity – Developed for the Online Game Design course @ University of Milan]
- *R1CH4RD* [2], September 2017 – January 2018, prototype – Team leader and programmer [Unity – Developed for the Videogame Design and Programming course @ Politecnico di Milano]
- *Hello Wo#!?* [3], January 2018, complete – Programmer [PICO-8 – Global Game Jam 2018]
- *IGER: an exer-games platform for postural rehabilitation* [4], February 2017, research project – April 2018 [Unity]
- *Hannah, an empathic virtual caregiver for assistance in exer-gaming-based rehabilitation* [5], July 2018, research project – March 2019 [Unity – M.Sc. thesis project]
- *A tool for visualizing behavior of Gauss and Mean curvature on bicubic Bézier patches*, December 2018 - January 2019, university project [Unity]
- *A real-time 3D application for paint-gun simulation*, September 2018 – December 2018, university project [C++ OpenGL programming]
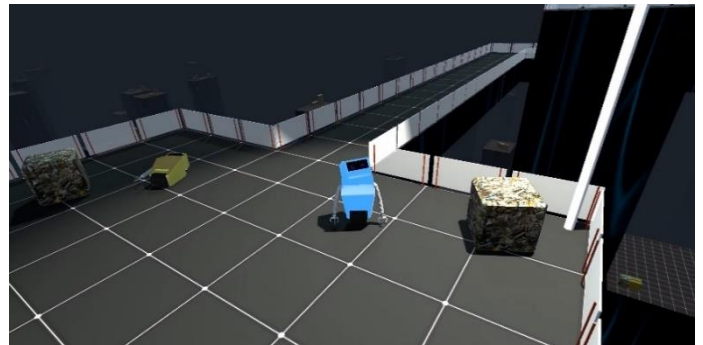

Figure 1 - The Wicked Angerdorf
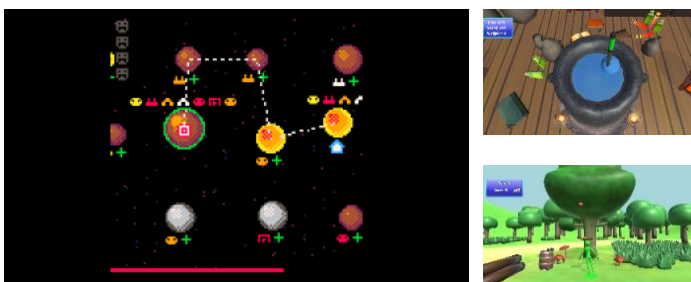

Figure 2 - R1CH4RD
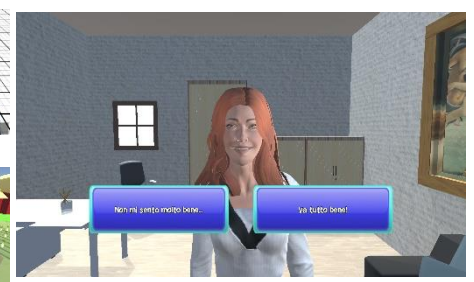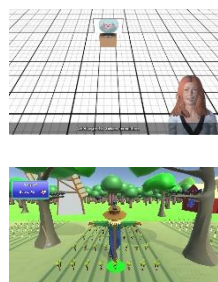

Figure 3 - Hello Wo#!?

Figure 4 - IGER exer-gaming platform

Figure 5 - Hannah, an empathic virtual caregiver