

ALESSANDRO TIRONI – GAMEPLAY PROGRAMMER

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

Professional Summary

Gameplay Programmer focusing on implementation of character controls, animation systems, and AI behaviors. 5+ years of experience with Unreal Engine (C++/Blueprints) and Unity. Passionate about building compelling gameplay experiences from prototype to release.

Work History

Gameplay Programmer

September 2019 – In progress

Storm in a Teacup S.R.L.

Rome, Italy

- Gameplay Programmer on Unreal Engine 5 and C++ for *Steel Seed*, from early development to release.
- Implemented core player movement systems: locomotion, parkour, climbing, cover, melee combat.
- Created tools for animating all characters in the game.
- Designed and implemented major enemy AI behaviors.
- Built tools for cutscene creation and editing.
- Developed tools and scripts to improve the localization pipeline.

Research Consultant, Research Fellow

May 2017 – August 2019

University of Milan - Applied Intelligent Systems Laboratory

Milan, Italy

- Developed exergames for postural exercise and an empathic virtual caregiver as part of the MoveCare project using Unity.
- Conducted research culminating in an M.Sc. thesis on serious games for health.
- Co-authored and presented a paper at the 7th IEEE International Conference on Serious Games and Applications for Health.

Talks and Events

- **Speaker**, Unreal Engine Meetup Rome #19 & #20: "Tips for a game programming portfolio" – December 2024 – February 2025, Rome, Italy
- **Speaker**, Unreal Engine Meetup Rome #17: "Melee Combat System: Building Blocks" – December 2023, Rome, Italy
- **Speaker**, 2019 IEEE 7th International Conference on Serious Games and Applications for Health (SeGAH): "*An Empathic Virtual Caregiver for assistance in exer-game-based rehabilitation therapies*" – August 2019, Kyoto, Japan

Contract Work

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

Education

Master of Science: Computer Science

University of Milan

2016-2019
Department of Computer Science, Via Celoria 18, 20133 Milan

Bachelor of Science: Computer Science

University of Milan

2013-2016
Department of Computer Science, Via Celoria 18, 20133 Milan

High School Diploma

Liceo Scientifico Statale "Filippo Lussana"

2008-2013
Bergamo, Italy

Skills

Tech Skills

- 5+ years' experience in professional game development with Unreal Engine 4 and 5
- 5+ years' experience in game development on Unity game engine
- Proficient in C++
- Experienced in software version control management with Git and Perforce
- Expertise with C# and Python scripting

Soft Skills

- 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 April 2025 – Gameplay Programmer @ Storm in a Teacup [Unreal Engine 4-5] [[trailer](#)]

Personal projects

- **An Entity Component System** written in C++ for fun and learning purposes, 2025 [C++ 20] [[github](#)].
- **Unannounced Unity project**, 2023-2024 - Programmer [Unity]
- **Survival Spesa**, March 2020, complete – Programmer [Unity – Quarantine Jam 2020] [[itch.io](#)]
- **Hello Wo#!?**, January 2018, complete – Programmer [PICO-8 – Global Game Jam 2018] [[game](#)]

University projects

- **IGER: an exer-games platform for postural rehabilitation**, February 2017, research project – April 2018 [Unity – M. Sc. Thesis]
- **Hannah, an empathic virtual caregiver for assistance in exer-gaming-based rehabilitation**, July 2018, research project – March 2019 [Unity – M. Sc. Thesis]
- **A tool for visualizing behavior of Gauss and Mean curvature on bicubic Bézier patches**, December 2018 - January 2019 [Unity – Developed for the Computational Geometry course @ University of Milan]
- **A real-time 3D application for paint-gun simulation**, September 2018 – December 2018 [C++ - Developed for the Real-time computer graphics programming course @University of Milan]
- **The Wicked Angerdorf**, March 2018 – June 2018, prototype – Team leader and programmer [Unity – Developed for the Online Game Design course @ University of Milan]
- **R1CH4RD**, September 2017 – January 2018, prototype – Team leader and programmer [Unity – Developed for the Videogame Design and Programming course @ Politecnico di Milano]