

Andrea Alicino

Game Developer — Unity / Unreal Engine

Montréal, QC · Canadian Permanent Resident

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SUMMARY

Game Developer with 7+ years building gameplay systems and tools, including a shipped Nintendo Switch title. Unity and C# in production, Unreal Engine 5 and C++ in active development, with a growing focus on gameplay and AI behavior systems, and on reusable, tested framework design.

TECHNICAL SKILLS

Languages: C#, C++, JavaScript

Engines: Unity, Unreal Engine 5 — C++ and Blueprints

Gameplay Programming: character movement and controls, physics-driven mechanics, AI behavior trees and state machines, UI/UX implementation, multiplayer and data persistence

Architecture: modular framework design, save and persistence systems, performance profiling and optimization

Workflow: Git, Agile/Scrum, MongoDB, FMOD

Web: React, Three.js, WordPress

SELECTED PROJECTS

Parallel — Event Horizon Studios

Nintendo Switch · Unity, C#

Co-op puzzle-platformer where two characters move in perfect sync across 30+ levels. Implemented movement and control mechanics for both synced characters and puzzle physics systems — moving platforms, traps, and timing-based hazards. Released on Nintendo eShop.

TITANS: Dawn of Tribes — Event Horizon Studios

PC · Unity, C#

Multiplayer open-world survival game with hunting, crafting, and tribal warfare in a persistent online world. Built MongoDB-based data persistence, integrated FMOD audio, and resolved gameplay defects across systems.

MobileFramework (Otaforge)

Unity 6, C# · github.com/otacon9000

Modular Unity framework for mobile games, distributed as a versioned package and shipped with a playable reference game. Handles game state, save persistence with schema migration, and runs an automated test suite on every push.

PROFESSIONAL EXPERIENCE

Unity Developer — Freelance

Remote · 2022–Present

- Gameplay systems, prototypes, and interactive tools for indie studios and small businesses across PC and mobile.
- Ongoing Unreal Engine 5 development focused on AI and behavior tree systems.

Italian LQA Tester — WB Games / Side (ex-PTW)

Montréal, QC · 2022–2023, 2024–Present

- Linguistic and contextual QA across AAA console and mobile releases, reporting 100+ issues per cycle.
- Direct exposure to certification pipelines and console workflows (PS5, Xbox Series X/S, Switch, mobile).
- Titles include Mortal Kombat 1, Hogwarts Legacy, MultiVersus, and LEGO Batman: Legacy of the Dark Knight.

Unity Developer & Project Manager — MG3 srl

Ivrea, Italy · 2019–2022

- Designed and delivered interactive Unity applications and simulations for enterprise and public-sector clients, including a gamified training product delivered end-to-end and certified for public-sector security requirements.
- Reduced maintenance workload by 30% through modular codebase architecture.
- Ran Agile development cycles and coordinated releases across multi-platform projects.

Unity Developer — Event Horizon Studios

Turin, Italy · 2017–2019

- Gameplay programming and backend integration across multiplayer and console projects, including contract work delivered for external studios.
- Built persistence layers with MongoDB and a custom C# ORM.

EDUCATION

Master's in Game Development — Advanced Programming, Event Horizon School, Turin, Italy

Bachelor's in Computer Science, Università degli Studi di Torino, Italy

LANGUAGES

Italian (native) · English (professional working proficiency) · French (intermediate — daily working use)