



Andrea Alicino

Unity Developer

In love with programming, I started working with Unity in the last 5 years, combining my passions: coding and video games. I am a computer science graduate, over the years I have published games on Steam and Nintendo shop, as well as some of my own work on itch.io. I am a team player and keep up with new technologies

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WORK EXPERIENCE

Unity Developer & Project Manager MG3 s.r.l.

10/2019 - 06/2022

Ivrea, Italy

Responsibilities

- Unity Developer
- Manage and lead the project team
- Interact with customers, end users

Unity Developer Born Frustrated

03/2020 - 10/2020

Turin, Italy

Responsibilities

- Gameplay programmer
- Project Coordinator
- Game Design

Unity Developer Event Horizon Studios

01/2017 - 10/2019

Turin, Italy

Responsibilities

- Gameplay Programmer
- Network & Back-end
- UI Programmer

EDUCATION

Game Developer Program GameDevHQ

03/2021 - Present

Game Dev: Software dev Event Horizon School

11/2015 - 06/2017

B.Sc. in Computer Science Università degli studi di Torino

2011 - 11/2020

21 June, 2022

SKILLS

Unity 3D

C#

Game Development

GIT

AR/VR

Android

iOS

Mobile Games

MongoDB

Back-end Development

PROJECTS

GameDevHQ Projects

- Space Shooter 2D
- Stealth game using Cinemachine
- Dungeon side-scroller game for Android Device
- Platformer game 2.5D
- FPS zombie survival game
- Enterprise App Development

GODS PATH

- Global Game Jam 21
- Gameplay Programming
- UI programming and implementation

Norman's Door

- Born Frustrated prototype
- Gameplay programming
- Project Coordinator

TITANS: Dawn of Tribes

- Available on STEAM
- Backend with MongoDB
- Audio programming with FMOD

Parallel

- Available on Nintendo eShop
- Gameplay programming
- VFX programming implementation

LANGUAGES

Italian

Native or Bilingual Proficiency

English

Professional Working Proficiency

Spanish

Elementary Proficiency