

Andrea Alicino

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PROFESSIONAL SUMMARY

Unity 3D engine expert, focused on game development and detail-oriented, with experience in JavaScript and C# programming languages. Creative and reliable team player dedicated to innovation, exposure, and efficient project problem-solving. I have lived in Montreal for a year and have an open work visa.

CORE COMPETENCIES

Unity	Back-end Development	Unreal Engine 5
C#	Game Development	C/C++
Git	Mobile Games [Android/iOS]	Python
MongoDB	Project Management	

EXPERIENCE

Pole To Win | Montreal, Canada 10/2022- Present

Italian LQA Tester at WB Games via PTW

- Participated in team projects, demonstrating an ability to work collaboratively and effectively.
- Cultivated interpersonal skills by building positive relationships with others.
- Provided professional services and support in a dynamic work environment.
- Proven ability to develop and implement creative solutions to complex problems.
- Learned and adapted quickly to new technology and software applications.
- Identified issues, analyzed information and provided solutions to problems.
- Demonstrated a high level of initiative and creativity while tackling difficult tasks.

GAMEDEVHQ | Remote 06/2022- 10/2022

Professional Unity Developer Apprenticeship

- Build and implement game features, systems and complete applications in Unity and C#.
- Successfully work with various unity platform applications including but not limited to 2D Vertical Shooter, 2D Mobile Game Development, 2.5D Platformer and 3D animations.
- Build and develop mobile, enterprise and augmented reality applications.
- Develop and improve various gaming systems [AI, UX/UI Development, etc]
- Wide understanding of game technology areas (gameplay, graphics, tools, etc.)
- Utilize Git/ GitHub, Agile development methodologies and gameplay mechanics.
- Build mobile applications using AWS, Unity Analytics and API Integrations.

MG3 SRL | Ivrea, Italy 10/2019-06/2022

Unity Developer & Project Manager

- Worked with other team members to establish attainable goals and develop a plan to accomplish those goals in a timely fashion.
- Designed, built and maintained efficient, reusable, documented, and reliable code.
- Participated in group discussions sharing opinions on best practices and design strategies.
- Proposed creative solutions to meet product goals.
- Collaborated with internal and remote teams to identify, produce, and deliver tasks in accordance with the planned release schedule.

Born Frustrated | Turin, Italy 03/2020-10/2020

Unity Developer

- Developed modified debugged, and tested software using C# for Unity3D.

- Wrote maintainable, performant, and test driven code.
- Collaborated with other internal and external members (Back End, QA, customers, etc.).
- Participated in the design, performance, and code review process.
- Fostered a culture of sharing knowledge, best practices and standards.
- Desired to learn and solve unfamiliar concepts.

Event Horizon Studios | Turin, Italy

01/2017-10/2019

Unity Developer

- Worked with artists to integrate art, animations, audio, etc.
- Communicated with all team members to keep on spec and on schedule.
- Assisted on brainstorms, pitches and proposals as time permits.
- Worked with internal and client QA teams.
- Resolved issues and optimize builds for a variety of devices

EDUCATION

- **Master Game Development – Advanced Programming** | Event Horizon School
- **B.S. Computer Science** | Università degli studi di Torino

PROJECTS

GameDevHQ:

- 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
- Augmented Reality app using AWS

MG3srl:

- Ethos
- Orange Battle Carnival
- Private app for PA

Born Frustrated:

- Norman's Door
- Sk8 Garden
- God's Path
- The Blackness from the Stars

Event Horizon Studios:

- TITANS: Dawn of Tribes
- Goblin Squad
- Parallel

LANGUAGES

- Italian
- English
- Spanish