

ALESSIO CUSANO

Video game programmer since 2015 and a geek since I was 3, I'm passionate about tech and motorbikes in general. I gained experience in mobile, PC and ticket redemption games development. Looking forward to AAA development.



CONTACTS

Carmagnola (TO), Italy
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LANGUAGES

Italian Mother tongue
English Intermediate

SKILLS

Unity3D	Python
C#	PHP
Git	SQL
C++	Javascript
Unreal Engine	Java

SOFT SKILLS

Problem-solving
Critical-thinking
Communication
Determined
Flexible

HOBBIES



EXPERIENCE

JUNIOR SOFTWARE DEVELOPER

@Miniclip

When: Jun 2021 - Today	Games: <ul style="list-style-type: none">• Basketball Stars• Golf Battle• Cricket League	Main Duties: <ul style="list-style-type: none">• LiveOps• Gameplay features• UI and editor tools
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CO-FOUNDER & GAME PROGRAMMER

@Eye Bags Studio Srl

When: Mar 2018 - Today	Games: <ul style="list-style-type: none">• Forest Jump• Red Blue	Main Duties: <ul style="list-style-type: none">• Gameplay features• HW integration• Editor tools
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INTERN GAME PROGRAMMER

@Funix Srls

When: May 2019 - Mar 2020	Project: <ul style="list-style-type: none">• Automotive VR• Car Configurator	Main Duties: <ul style="list-style-type: none">• Features• Optimization• R&D
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GAME PROGRAMMER

@AllGoRhythm/Hypothetical Games

When: Sep 2015 - Oct 2018	Games: <ul style="list-style-type: none">• Overlife VR• CubeUP
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INTERN GAME PROGRAMMER

@Tiny Bull Studios

When: Jun 2015 - Aug 2015	Project/Goals: <ul style="list-style-type: none">• Blind VR• Unity3D and xCode
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EDUCATION

Bachelor's Degree Computer Science

Where: University of Study of Turin	When: 2016 - 2019	Grade: 105/110
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High School Diploma Computer Science / IT

Where: ITIS Pininfarina	When: 2011 - 2016	Grade: 76/100
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