

# Alessandro MASCHERIN

COMPUTER ENGINEER

## HARD SKILLS

- C++
- C#
- Python
- Unity3D
- Blender
- Git

## LANGUAGES

- Italian - Native
- English - Advanced
- Spanish - Intermediate

## CONTACT

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- 🏠 amascherin.github.io

## PROFILE

I'm a C++ software engineer, currently working at Gameloft Barcelona on Disney Speedstorm, a kart racing game, published on all the major console (PlayStation, Xbox, Nintendo Switch), PC and mobile.

For Gameloft, I've worked on several fields, from pure game development, to optimizations and implementation of libraries for managing the user services

I have a strong problem-solving mindset, and in all my career I have a lot of experience working in team.

I'm passionate about games, and game development in general, with several projects done in GameJams and university projects.

## EXPERIENCE

- **05/2021 - Present** **Gameloft Barcelona**  
Software Engineer, Barcelona, Spain  
C++ game developer for Disney Speedstorm, published in 2023 on console, PC and mobile.
- **11/2019 - 05/2021** **Polytechnic of Turin**  
Associate Researcher, Turin, Italy  
Research fields:  
Unity Virtual Reality application, Brain-Computer Interfaces, implementation in C++ of complex mathematical models
- **01/2016 - 07/2016** **ELIMOS S.r.l.**  
Internship, Trieste, Italy  
C/C++ application on a Raspberry Pi platform for industrial usage

## EDUCATION

- **2016 - 2019** **Master's degree in Computer Engineering**  
Polytechnic of Turin, Turin, Italy  
Final grade: 110/110
- **2013 - 2016** **Bachelor's degree in Information Engineering**  
Trieste University, Trieste, Italy
- **2010 - 2013** **Scientific High School Diploma**  
Military Naval School Francesco Morosini, Venice, Italy

# MASTER THESIS

## On a Computationally Empowered Virtual Reality System for Real Time Intracranial Neuronavigation

Polytechnic of Turin, Turin, Italy

Development of a Virtual Reality Unity environment that allows the navigation of human brain structure and electromagnetic activity

Supervisor: Prof. Francesco P. Andriulli


 <https://webthesis.biblio.polito.it/12425/>

# PROJECTS

## FIREFLIES

2021


Multiplayer Unity game for the 2021 GlobalGameJam

 [globalgamejam.org/2021/games/firefly-guidance-0](https://globalgamejam.org/2021/games/firefly-guidance-0)

## BOOK AROUND

2019

Native Android Book-Sharing application, written in Java and Kotlin, with Firebase and RxKotlin for the data management

 [bitbucket.org/not-our-users/book-around/src/master/](https://bitbucket.org/not-our-users/book-around/src/master/)

## ALIEN AR

2019


Augmented Reality Android application, made with Unity and the Google ArCore SDK Preview 2

 [github.com/GiMoody/AlienAR](https://github.com/GiMoody/AlienAR)


## NVIDIA PHYSX GAME


2018


Small C++ game made with NVidia PhysX for an University project

 [github.com/AMascherin/ArmadilloProject](https://github.com/AMascherin/ArmadilloProject)

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