ALESSANDRO BUFALINO

BACHELOR OF SCIENCE IN GAMES TECHNOLOGY

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ABOUT ME

Technical Skills C#, C++, Python, JavaScript, Cairo, Rust, Pine Script, Git, Unity, Unreal, CSS and HTML
Languages Fluent in Italian and English, deep understanding of Spanish
Art Technology Blender, Krita, ShotCut and OBS
Interests Piano, Cycling,
Summary Recent graduate with a Bachelor of Science in Games Technology, passionate about game development, procedural content generation (PCG), artificial intelligence (AI), and automation. Strong foundation in the technical and creative aspects of game design, with a focus on creating immersive, interactive experiences. Experienced in a variety of programming languages and game development tools. Eager to apply my knowledge and skills to innovate within the gaming industry and create engaging, memorable experiences for players

WORK EXPERIENCE

Tesco
Dot Com Picker   Bradley Stoke, Bristol (September 2018, January - 2020)
- Accurately picked and packed online grocery orders within tight deadlines to ensure customer satisfaction.
- Maintained a 98% accuracy rate over the course of my employment, exceeding company standard.

GKN Aerospace
Work Experience   Filton, Bristol (Spring 2018)
- Shadowed experienced engineers, gaining knowledge of aerospace design principles and processes.
- Gained experience in various stages of the aerospace product life cycle.

St. Peter Hospice
Volunteer, Shop floor assistant   Bradley Stoke, Bristol (january, 2018 - April, 2018)
- Helped sort and price donated items, contributing to the shop's inventory management.
- Managed cash register, accurately processing transactions to ensure excellent customer service.
- Assisted customers in locating items and answered questions about products and services.

ACHIEVEMENTS

LEJOG Cycle   August - 2019
- Successfully completed a Land's End to John o' Groats (LEJOG) cycle trip with three friends, demonstrating determination, teamwork, and physical endurance.
- Planned and executed a safe and efficient route, including daily targets and overnight accommodations.
- Raised £1,268.75 for Cancer Research UK, demonstrating commitment to community engagement and impact.

Duke of Edinburgh Silver Award   2018
- Achieved the Duke of Edinburgh Silver Award, demonstrating initiative, leadership, and a commitment to personal development.
- Completed a diverse range of activities including volunteering, physical and skills-based challenges, and an expedition.
- Developed key skills such as problem-solving, teamwork, and communication by reading maps and helping to guide my team.

Gap Year between A-Levels and University   January 2020 – june 2020
- Took a year off between school and university to live in Spain, during which time I developed important life skills such as self-management, cooking, and stepping outside of my comfort zone.
- Leveraged this opportunity to learn Spanish, gaining a valuable language skill that could provide a competitive advantage in certain roles.
- Used this time to explore new environments and cultures, often by biking through various locales, thereby increasing my adaptability, cultural awareness, and physical endurance.

Matchbox DAO Hackathon 2022 Participant October 2022

- Participated in the innovative Matchbox DAO Hackathon, contributing to the development of on-chain games on StarkNet.
- Leveraged problem-solving skills to overcome development challenges, demonstrating agility and adaptability in a rapidly evolving technical landscape.

Global Game Jam 2023 Participant February 2023

- Participated in a global, 48-hour game development competition.
- Collaborated with a team to design and develop a game from scratch, demonstrating strong teamwork, technical skills, and creativity.

EDUCATION

Bradley Stoke community school, A levels. Bradley Stoke, Bristol. Sept 2017 – June 2019

- Mathematics (B)
- Biology (C)
- Physics (C)

University of the West of England - UWE Bristol Bristol (Sept 2021– May 2023)

- BSC(HONS) GAMES TECHNOLOGY
- Grade:
- Achievements: Dean's List for academic excellence in the first year.