

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 and 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. Based in Bristol, but more than happy to relocate if the opportunity arises.

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.
- Achieved the following grade: Second Class (Upper Division) == 2:1
- Dean's List for academic excellence in the first year.