

ANDREA BONA

GAME DEVELOPER



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- Turin (TO), Italy
- [Portfolio](#)
- [andrea-bona](#)
- [BonaAndrea](#)

PROFILE

I am a skilled game developer with two years of experience in programming and game design. I have strong technical competencies and a creative mindset, and I am a team player with the ability to work independently as well.

SKILLS

- Coding: C++, C, C#, Python
- Game development: Unity, Unreal Engine
- Gameplay programming
- Game design
- Goal-oriented mindset
- Collaborative team play
- Assertiveness

EDUCATION

MASTER'S DEGREE IN COMPUTER ENGINEERING

Politecnico di Torino

2022

LANGUAGES

- Italian: mother tongue
- English: C1 (IELTS 7.5)
- French: B2

EXPERIENCE

GAMEPLAY PROGRAMMER

TGE Ventures SRL

2022 - Present

- Design and realization of gameplay for different genres (sidescrolling endless runners, action shooters, casual games)
- Game mechanics implementation in Unity
- Research and development on other engines (Unreal Engine)

UNITY DEVELOPER

Funix SRLS

2021 - 2022

- Creation and integration of gaming features for VR experiences
- Programming of editor tools in Unity
- Research on local multiplayer for VR games

GAMEPLAY PROGRAMMER

Pandemood - Game Design and Gamification course project, Politecnico di Torino

2021

- Definition and execution of player mechanics and level progression for a basic side-scrolling platformer in Unity.