Andrea Stelliferi
GAME PROGRAMMER from Italy

in Andrea Stelliferi
✉ andreastelliferi.jobs@gmail.com
◯ Stello021

SKILLS

Programming Languages:
- C# - Python - C/C++ (OOP) - Assembly - GLSL -HLSL -Lua

Technologies:
Unity - Game Maker - Unreal Engine (Blueprint/C++) - Git/Github - DirectX - OpenGL - Visual Studio

EDUCATION

GAME PROGRAMMING COURSE

AIV - Accademia Italiana Videogiochi

Oct 2021 - Jun 2024

MAIN PROJECTS

Ever Tide Unreal Engine 5.3

Gameplay Programmer

Project lasted an year, aimed at making us understand how to work in a team, made up of 8 members including programmers, game designer and 3D artist. It was a 3D turn-based JRPG. My task was designing and programming the entire turn-based combat system, Including UI management and enemies AI. Git is used for version control.

Pro Shoot'o Survive Unity

Lead & Gameplay Programmer

Project lasted a month, aimed at making us understand how to work in a team, made up of 5 programmers. It was a TPS Zombie-Shooter based on waves. Specifically, my tasks were enemies AI, waves system, UI management and team management . Git was used for version control.

Journey To The Roots Unreal Engine 4.27

Lead & Gameplay Programmer

3D platform with seamless transition between 2D and 3D gameplay. Player navigate a visually captivating world, solving puzzles and overcoming obstacles as they switch perspective. In this project I had the task of managing gameplay mecanichs and player logic.

WORKSHOPS & OTHER COURSES

PUBLIC SPEAKING AND STORYTELLING TECHNIQUES

Associacìon ùno (Valencia)

July 2024

Multi-Agent AI

AIV - Accademia Italiana Videogiochi

May 2024

MULTIMEDIA WRITING AND STORYTELLING

ITS Lazio

2022

HOBBIES & PASSIONS

COMICS

CARTOONS

NATURE