Andrea Stelliferi

01012   Capranica, Italy

+39 3351920312   andreastelliferi.jobs@gmail.com   Linkedin   Github

Technical Skills

- **Languages:** C# - Python - C/C++ - Assembly - GLSL - HLSL - Lua
- **Technologies:** Git - Visual Studio - Trello - Unity - Unreal Engine - DirectX - OpenGL - SDL2 - Love2D

Professional Experience

Unreal Game Programmer - Ever Tide
AIV - Accademia Italiana Videogiochi   *October 2023 - June 2024*

- 3D turn-based JRPG || 10 members including programmers, game designers and 3D artists (Git for version control)
- **Responsibilities**: Implementing the entire turn-based Combat System, including UI and enemies AI
- **Achievements**: Successfully completed the development cycle from pitching to the production of a tech demo and trailer

Unity Lead Gameplay Programmer - Pro Shoot'o Survive
AIV - Accademia Italiana Videogiochi   *May 2023 - June 2023*

- TPS Zombie-Shooter based on waves || 5 programmers (Git for version control)
- **Responsibilities:** implementing waves system, enemies AI, UI and Manage team, presenting and pitching project
- **Achievements**: AIV Best Original Gameplay Idea Winner

Unity Lead Game Programmer - Journey to the Roots
Global Game Jam 2023   *February 2023*

- 10 members including programmers, game designers and 3D artists (Git for version control)
- 3D platform with seamless transition between Side-scroll and Top-Down gameplay
- **Responsibilities:** Gameplay programming and player logic
- **Achievements**: Home-made award winner for Graphics and Codes assets

Education

AIV - Accademia Italiana Videogiochi   *October 2021 - June 2024*
Associate's Degree in Game Programming
During the course I learned most important programming languages for software development: C#, Python, C and C++.
Starting with C#, I learned how to make a custom game engine from scratch and how to interface with a professional one like Unity.
In Python, I learned how to create software for tools, automation and files manipulation using most common libraries.
In C, I learned low-level programming: memory management, Data structures, graphics libraries like SDL 2 and fundaments of networking.
In C++, I have studied further low-level programming and learned how to make tools, plugins and scripts for Unreal Engine 5.

Workshops and Educational Experiences

Asociación Uno at *Valencia, Spain*   *July 2024*
Certificate of Attendance in Public Speaking and Storytelling
15 days Erasmus where I learned public speaking techniques and improved my proficiency in English

ITS lazio at *Rome, Italy*   *December 2021 - April 2022*
Post-Graduate Certificate in Multimedia Screenwriting and Storytelling
Short course where I upgraded my communication and writing skill throughout creative writing exercises.
I learned techniques to write and present ideas using PowerPoint.

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