



Luca Alberti
3D Generalist & Technical Artist

Varese
+393454549007
luca.alberti.works@gmail.com
https://albertiluca.github.io/
Nationality: Italian

Skills

Software & Technologies	Programming Languages
Autodesk Maya, Unreal Engine 5, Unity, Adobe Premiere, Adobe After Effects, Adobe Photoshop, Google AI Studio, Midjourney, GitHub, Audacity, Cubase	Python, C#, C++, Java, JavaScript, Rust, HTML, CSS, PHP

Interests

Self-Taught Musician
Guitarist and Bassist with a passion for the Blues and Grunge genres

Certifications

Autodesk Maya Certified
Specializing in Character Pipeline

Languages

Italian
Native

English
B2

Master's student at the Bigrock Institute with a strong passion for applying technological innovation to scientific communication and simulation. I have explored topics related to the use of generative AI, 3D modeling, and animation for the creation of digital content.

Education

Università degli Studi dell'Insubria
Computer Science
Hardware & Software Theory
Bachelor's Degree

Thesis: Design and Development of a 3D Video Game Prototype with the Unity Engine

Relevant Coursework:

- Algorithms and Data Structures
- Software Design
- Image Processing
- Computer Architecture
- Concurrent and Distributed Programming

Bigrock - Institute of Magic Technologies
Videogame Design
Softwares, Engines & AI
Master

Relevant Studies:

- Knowledge of Unreal Engine 5 (study of physics and particle physics)
- Software development using Blueprint programming and C++

Projects

3D Platform Video Game Prototype (Unity Engine)
Thesis project developed to analyze and apply advanced C# programming and interactive game design methodologies.

I managed the entire prototype development cycle:

- I tackled and solved complex problem-solving challenges in implementing character logic and motion controls in C#.
- Created 3D models and basic assets using Autodesk Maya.
- Designed and built an interactive game level within the Unity Engine.

A demo trailer is available in my online portfolio.

C#, Unity Engine, Gameplay Programming, Game Physics, Character Control, Level Design, Game Design Patterns, Interactive Design, Player Experience (UX), 3D Modeling (Maya), Asset Integration, PBR Materials, Animation State Machines

2D Promotional Game Development for Stihl Timbersports (UE5 Prototype)
Gamification project aimed at prototyping an interactive experience to promote the Stihl Timbersports brand, using Unreal Engine 5.

I worked in a five-person team for five days, leading the technical development and asset integration. My responsibilities included:

- Designing the core game mechanics (2D side-scroller, infinite runner) to maximize replay value and user engagement.
- Developing the game logic and animations entirely in Blueprint and C++, leveraging the 2D capabilities of Unreal Engine 5.
- Managing the integration of graphical assets (characters, backgrounds, obstacles) with a strong focus on results, ensuring consistency with Stihl's brand identity.

The result is a working prototype in Unreal Engine 5, demonstrating the ability to use gamification as an outreach tool. The project was conceived with the goal of a future web porting once approved.

Note: In accordance with academic guidelines, the playable prototype is currently undergoing internal review for final approval for publication.

UI/UX Design, Gamification, Brand Engagement, Unreal Engine 5, C++, Blueprints, Game Prototyping, 2D Game Development, Digital Outreach, Brand Identity

Personal Projects

Audiobook & Educational YouTube Channel
https://www.youtube.com/@Debian_Onironaut

Founder and creator of a YouTube channel focused on audiobook narration and educational content. This experience includes audio recording and editing, video content creation, and community management, demonstrating practical skills in digital storytelling and online platform communication.