

ALESSANDRO BASON

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EDUCATION

2019 – 2023

BSC. (HONS) COMPUTER GAMES TECHNOLOGY, ABERTAY UNIVERSITY, DUNDEE

2016 – 2019

PERITO INFORMATICO (COMPUTER SCIENCE), ITSOS MARIE CURIE, CERNUSCO
SUL NAVIGLIO

EXPERIENCE

10/2023 - NOW

JUNIOR PROGRAMMER, FREE RADICAL DESIGN

08/2022 - 09/2022

INTERNSHIP, PEOPLE CAN FLY

2018

INTERNSHIP, IFORTECH, CENTRO DIREZIONALE MILANOFIORI

TECHNICAL SKILLS

Programming languages:

- C/C++
- C#
- Lua
- Python

UI Programming

- Implemented a UI system from scratch that used batching and a constant-size vertex buffer for optimized rendering.

Graphics Programming

- Compute Shaders.
- Ray marching.
- Signed Distance Fields.
- Path tracing.

Procedural Generation

- Terrain generation using Fractal Brownian Motion.
- Procedural textures.
- Hydraulic erosion on the GPU.
- Forest generation using L-Systems.

PROJECTS

2023

Beyond Triangles: Sculpting with SDF Raymarching • Honours project

A sculpting application that uses signed distance fields and ray marching. Implemented from scratch using DirectX 11 and Dear ImGui.

2022

Waking Nightmare • University project

An augmented reality game made with Unreal Engine 5 where the player has to defend themselves against zombies.

2021

Online Bomberman • University project

A 2D bomberman game with online 4-players multiplayer, made with RayLib and Winsock.

2021

Carbon Rapture • ASG Game Jam

A 2D game made to explore how carbon is captured, ranked 2nd.

2020

Apple Valley • University project

A 3D game about managing an apple farm, uses a custom UI system, made with DirectX 11.

2019

Legend of the Puzzle • University project

A 2D game inspired by “The Legend of Zelda” and “Enter the Gungeon”, made with SFML.

2019

Loopy Trajectory • AGDS Game Jam

2019

Picky Clients • Kenney Game Jam

2019

Pacillus • Global Game Jam