

ALESSANDRO RASULO

SOFTWARE & GAME DEVELOPER

PERSONAL DETAILS

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PERSONAL STATEMENT

Game developer with good previous experience. Motivated and well disciplined, with the ability to work in a team.

In recent years I have been involved in software development as a secondary activity, keeping myself constantly updated on new technologies and developing small personal projects.

EDUCATION

KYOCERA ACADEMY
2015

- NSI AUTOSTORE QUALIFICATION

ITIS "FRANCESCO GIORDANI"
1993 - 1998

- IT AND TELECOMMUNICATIONS

WORK EXPERIENCE

GAME DEVELOPER

GST GAMING SRL | 2022 - CURRENT

- Videogame development for AWP slot machines

IT TECHNICIAN

CERCIELLO & CO. SAS | 2009 - 2022

- Hardware repairs on multi-brand multifunction
- Support on GNU / Linux and Windows servers
- Partner since 2009

GAME DEVELOPER

EMTHESIS DEVELOPMENT SNC | 2003 - 2008

- Videogame development for pc and embedded systems
- Development of 2D graphic engine, audio engine and I.A.
- Game Logic, U.I. and tools / editors
- Founding partner

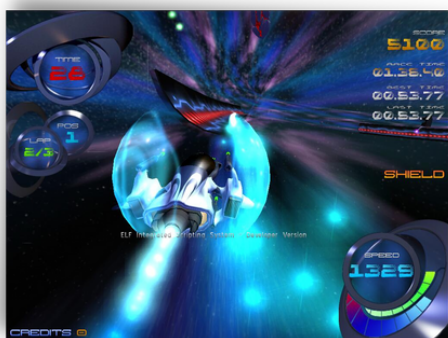
GAME DEVELOPER

AMATEUR VIDEOGAMES DEVELOPMENT | 1995 - 2003

- Videogame development for Amiga
- Assembly Programming Motorola 68000, Lattice C, Blitz Basic, Amos
- Realization of video codec in ASM
- BigWaterPolo: water polo game in isometric graphics
- Adventure point'n'click set in the Divine Comedy
- Arkania: medieval top view rpg

SKILLS

- Application development in GNU / Linux and Windows environments
- Languages: C / C ++, C #, JavaScript, Python, LUA, Java, PHP
- Installation and configuration of CMS and e-commerce applications; integration between e-commerce and company management software;
- Libraries:
- OpenGL, OpenIL, SDL
- OpenAL
- Bullet Physics, Newton Dynamics
- QT, wxWidgets, FLTK, FreeType
- Engine: GodotEngine, jMonkeyEngine,
- Framework: LibGDX, Phaser, Ogre3D, Panda3D



TUNNELRACER

Futuristic racing game, intended for the PlayOn platform (comma7 gaming system) in which the spacecraft compete inside huge tunnels in space, equipped with weapons and power-ups to excel in the tournament.

Video: <https://bit.ly/3K2MBSx>



THE POOLISHER

First-person adventure with a 70s-style setting. The aim is to win a billiards tournament in underground gambling dens, where it is possible to have fights with other players.

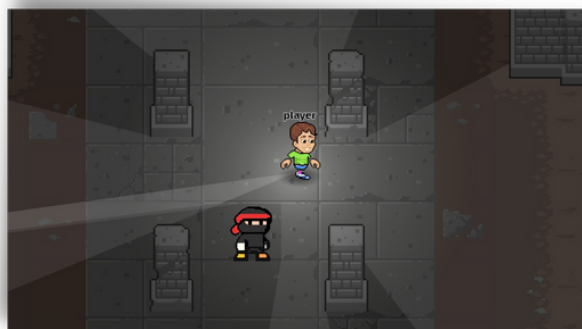
Article on gamesindustry:
<https://www.gamesindustry.biz/articles/the-poolisher-from-emthesis-development>

Video: <https://bit.ly/3NByiqi>



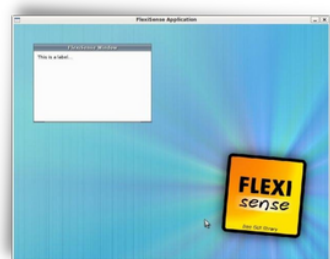
POOL3D / MINIGOLF3D / BOWLING3D

Sports simulations. Bundle of 3 sports games for PC: 3D billiards, bowling and mini golf. Published in Italy, Russia, Malta and other European countries.



PRANK

Multiplayer mobile game experiment written in Phaser3, in which you have to reach the end of the level first while avoiding the traps of other players.



FLEXISENSE

Open source library for the creation of graphic interfaces, cross-platform and independent from the renderer, with support for transitions, effects and themes.

<https://github.com/alex9978/flexisense>

OTHER

Creation of tools and libraries to support the development of various products (conversion / import tools, editors, etc.)



ELF SCRIPTING SYSTEM

Lua scripting system integrated with C ++ libraries for the development and rapid prototyping of video games on Windows and GNU / Linux systems. It allowed to control Ogre3D or SDL based graphic engines and various other components for physics management, positional audio, GUI