

Andrea Pesci

Unreal Engine Game Programmer

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Technical Skills & Qualifications

- 5+ years software development experience with multiple languages, including C++.
- 1 year industry experience with Unreal Engine 5.
- Degree in Computer Science at University of Milan, Italy.

Education and Employment History

Indie Game Programmer

January 2024 - Today

Working on various personal projects and mechanics to refine my knowledge of Unreal Engine, C++, Blueprints and every other tool provided by Unreal that I come across.

Digital Bros Game Academy

May 2024 - Today

Working on a First Person Survival Horror game, developed with Unreal Engine 5, as a Gameplay/AI programmer.

I learned how to work in conjunction with Designers, Artists and other types of Programmers.

Project Lead Developer @Bit Informatica S.R.L.

September 2023 - Today

Management and coordination of development teams and the projects assigned to me, using Agile/Scrum methodology.

Managing projects from conception to completion, independently deciding which technologies to adopt to best meet specific requirements, determining the number and type of resources to allocate for their execution, and carefully planning the implementation steps.

Currently, I'm responsible for projects that span various domains and types.

Software used: ClickUp, Jira, Slack, Git.

Software Developer @Bit Informatica S.R.L.

February 2020 - September 2023

Worked on:

- Several automation projects to enhance and improve company workflows. Languages/Frameworks used: Python, Bash.
- Back-end development for numerous projects. Languages/Frameworks Used: C++, Python/FastAPI.
- Various full-stack applications. Used: Python, AngularJS, Flutter.
- Multiple mobile applications (Deployment on stores included). Used: Swift, Kotlin, Flutter, React Native