Andrea Pesci

Game Programmer - Software Developer

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EXPERIENCE

Indie Game Programmer

January 2024 - Today

Working on a First Person Survival Horror game as a Gameplay/AI programmer. I learned how to work in conjunction with Designers, Artists and other types of Programmers.

While working on this game, I completed different online courses from Udemy, and now I'm currently studying at Digital Bros Game Academy. Languages/Frameworks used: C++, Unreal Engine 5.

Bit Informatica S.R.L.

- **Project Lead Developer**

  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**

  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. Languages/Frameworks used: Python, AngularJS, Flutter.

  – Multiple mobile applications (Deployment on stores included). Languages/Frameworks used: Swift, Kotlin, Flutter, React Native.

AIA - Associazione Italiana Allevatori — Software Developer

March 2022 - February 2023

Worked on the back-end infrastructure for a big data/open data application.
Languages/Frameworks used: .Net/C#.

EDUCATION

Università degli studi di Milano – *Degree in Computer Science*

SKILLS

Languages and Engines:
– C / C++
– Unreal Engine / Blueprints
– C# / DotNet
– Python
– Godot / GDScript

Databases:
– MySQL
– MongoDB
– MS SQL Server.

Other:
– Git
– Docker
– ClickUp / Jira / Confluence

COURSES & CERTIFICATES

Game Programming (ongoing)
Digital Bros Game Academy

Unreal Engine 5 C++ Developer
GameDev.tv – Udemy

Math for Video Games
GameDev.tv – Udemy

LANGUAGES

Italian – Native

English – Proficient