



## Andrea Forti

**Nationality:** Italian **Date of birth:** 10/09/1998 **Phone number:** (+39) 3338093515

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**Home:** Via Toscana 17, 25030 Castel Mella (Italy)

### WORK EXPERIENCE

– Brescia, Italy

**City:** Brescia | **Country:** Italy

#### Game Developer Freelancer

[ 16/01/2025 – Current ]

Freelancer game developer full remote, working on different projects for Rune Heads and Gamyth on Unity

- Prototyped 2 simple 2d games in Unity
- Prototyped a combat system for a game already in development, fully integrated into the main project and all his already existing subsystems
- Developed additional features for the game UI, Gameplay and polishing
- Bugfixing and Maintenance on different systems already present in the project

**ALTEN Italia** – Brescia, Italy

**City:** Brescia | **Country:** Italy | **Website:** <https://www.alten.it/>

#### Software Developer

[ 16/05/2022 – 12/10/2022 ]

- Backend development, web services and APIs
- Proficient in C# programming using .NET Framework 4.8, LINQ, SQL
- Experienced with tools such as Postman, TortoiseSVN, and Jira
- Worked within an Agile framework

**Eden Network** – Italy

**Country:** Italy | **Website:** [eden.network](https://eden.network)

#### Game Tester & Modder

[ 09/04/2021 – 01/06/2022 ]

I contributed to the testing of the modded Minecraft server 'Edencraft' and to the creation of in-game guides for players. Then I actively participated in the development of the Edencraft mod, significantly improving the core gameplay by creating new game systems, adding new in-game activities, fixing various bugs and optimizing server performance.

**LOGOS SRL** – Brescia, Italy

**City:** Brescia | **Country:** Italy | **Website:** <https://www.logossrl.net/>

#### Software developer

[ 01/08/2018 – 14/05/2022 ]

Designed, developed, tested, installed, and maintained software for leasing management, operations, and installment financing on various projects, some of which were larger and more complex than others:

- I developed a centralized administration web page that allowed the creation and detailed configuration of user accounts synchronized with the AS400 user accounts
- I also worked on software for the dynamic generation of contractual documents for leasing agreements based on data dynamically retrieved from multiple IBM/AS400 db tables

Some skills I have developed over these years in Logos:

- Proficient in C#, Visual Basic, and .NET Framework 4.8
- Experienced with LINQ, ASP.NET Web Framework, DevExpress Library, SQL, SourceSafe, Team Foundation Server, and IIS server

 **Neper Informatica srl** – Brescia, Italy

City: Brescia | Country: Italy | Website: [www.neper.it](http://www.neper.it)

## Software developer

[ 18/10/2022 – 05/08/2024 ]

Analyzed, developed, and installed Windows services applications, console applications, and Windows Forms for the analysis, monitoring, and data processing of industrial production

I managed several projects for different clients, designing a functional and scalable solution based on their requirements. I then developed one or more applications to fulfill those functions, which I tested and then installed. Additionally, I provided post-installation support for any requested modifications or enhancements.

- Interfaced with external PLC software via ModBus and OPCUA protocols
- Worked with web APIs, MySQL, and Microsoft SQL databases as a solo full-stack developer

## EDUCATION AND TRAINING

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### Junior Game Developer

**Digital Bros Game Academy** [ 19/10/2022 – 15/07/2024 ]

City: Milano | Country: Italy | Website: <https://dbggameacademy.it/>

After several years of experience as a programmer, I decided to return to my studies to pursue what originally inspired me to become a programmer: creating video games.

During these two years at the Digital Bros Game Academy Campus I collaborated with Game Designers, Concept Artists, 3D Artists, and fellow Game Programmers to create various academic video games. Our goal was to experience the entire development process and apply the technical skills we learned to develop a video game from start to finish.

- Proficient C# and C++ Programming
- Experienced in Unity and Unreal Engine Game Development
- Full development of various academic games using both Unreal Engine and Unity
- Skilled in team collaboration, simulating real-world game development processes used in the industry

## LANGUAGE SKILLS

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**Mother tongue(s):** Italian

**Other language(s):**

**English**

**LISTENING** C1 **READING** C1 **WRITING** B2

**SPOKEN PRODUCTION** B2 **SPOKEN INTERACTION** B2

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*

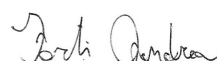
## SKILLS

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Game Programming / Unreal Engine 5 / C++ / Unity / C# / Software Development / Git / .Net Framework / Java / SQL / Project Management Software (Jira, Trello, Workfront, Sharepoint, etc.) / Ability to work in a team and autonomously / High capacity of organization and multitasking / Game modding / Problem analysis & Problem Solving / Troubleshooting and debugging tools

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*According to law 679/2016 of the Regulation of the European Parliament of 27th April 2016, I hereby express my consent to process and use my data provided in this CV and application for recruiting purposes*



Brescia, 26/06/2025

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