



Andrea Forti

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EDUCATION AND TRAINING

Junior Game Developer

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

City: Milano | Country: Italy | Website: <https://dbgameacademy.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.

Over the past 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

WORK EXPERIENCE

Full-stack Developer

Neper Informatica srl [18/10/2022 – 05/08/2024]

City: Brescia | Country: Italy | Website: www.neper.it

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

Software Developer

ALTEN Italia [16/05/2022 – 12/10/2022]

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

- 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

Game Tester & Modder

Eden Network [09/04/2021 – 01/06/2022]

Country: Italy | Website: eden.network

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.

Software developer

LOGOS SRL [01/08/2018 – 14/05/2022]

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

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

LANGUAGE SKILLS

Mother tongue(s): Italian

Other language(s):

English

LISTENING C1 **READING** B2 **WRITING** B1

SPOKEN PRODUCTION B1 **SPOKEN INTERACTION** B1

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

DIGITAL SKILLS

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