

Marco Cristoforetti

Game Developer

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Work Experience

- Set. 2021 – present **Software Engineer • Fulltime • Massive Minitteam, Cologne**
Working with both Unreal and Unity to port various games on different consoles including PlayStation 5, PlayStation 4, Xbox One and Xbox Series X/S.
Projects include: *Oddsparks: An Automation Adventure*, *Chicken Police: Paint it Red!*, *Scarf*, *PERISH*
- Set. 2020 – Apr. 2021 **Porting Developer • Internship • Slow Bros, Cologne**
Working with Unity to optimize the game *Harold Halibut* for PlayStation 4 and Xbox One
- Set. 2017 – Set. 2018 **Apple Specialist • Student Job • Apple Rosenstrasse, Munich**

Student Projects

These are a selection of games, part of the Collaborative Project modules of the Digital Games Bachelor and Master at the Cologne Game Lab and at Cnam-ENJMIN

- Oct. 2023 – Feb 2024 **SUBURBIA ELECTRONICA • Programmer • Unreal Engine**
Wholesome adventure game about a little robot in the pursuit of happiness in an American suburb. Meet the quirky characters and build your social diagram.
- Dec. 2019 – May 2020 **1999 Future Box Pinball • Programmer • Godot and Arduino**
Mixed reality pinball machine with a transparent screen and real 3d printed elements. The digital ball interacts with real physical objects.
- May 2019 – Jul. 2019 **Tomorrow never knows • Programmer • CryEngine and Unity**
Narrative game about one day repeating over and over again. The first part of the game was developed with CryEngine 5 and after in Unity.

Education

- Set. 2023 – Aug. 2024 **Master's degree in games and interactive media (game development), Double Degree Program • Le Cnam – ENJMIN • Angoulême, France**
- Set. 2022 – Aug. 2023 **Master's degree in digital games (game programming and game arts), Double Degree Program • Cologne Game Lab (Th- Köln) • Cologne, Germany**
- Set. 2018 – July 2022 **Bachelor's degree in digital games (game programming)
• Cologne Game Lab (Th- Köln) • Cologne, Germany**

Skills

Programming Languages and Game Engines

- C++, C#, HTML, CSS, Python(basics)
- Unreal Engine, Unity

Software I work with

MS Office, Visual Studio, Rider, Perforce, Git,
Plastic SCM, Jenkins, Affinity Photo, Notion

Languages

Italian – *native speaker*

German – *proficient*

English – *proficient*