



ALESSANDRO PUCCI

UNITY PROGRAMMER

PROFILE

I'm a programmer with over 5 years of experience working in teams both remotely and in a common environment. I've worked on a diverse range of projects, allowing me to develop excellent knowledge of the Unity engine and the Git version control system. I always enjoy staying updated on industry news and learning new things to improve my skills and knowledge. I'm excited to take on challenging tasks that allow me to grow professionally.

Bytwice | Programmer

December 2021 - Present | Sassuolo (MO)

- Improved the management of an internal framework through refactoring and split into Unity Packages.
- Updated already published apps, improving both performance and memory management.
- Integrated Unity Gaming Services into some already published apps.
- Developed an online multiplayer project using Mirror for networking and Gamelift for server hosting.
- Ported a previously published game from mobile (iOS and Android) to Nintendo Switch.
- Developed an Augmented Reality app for an external client.
- Created tools through editor scripting to speed up and automate the development pipeline.
- Created a tool for MacOS to upload metadata and assets of apps to the Apple AppStore.

CINIC Games | Programmer

Project: EXTRA COIN | October 2019 - December 2021 | Remote

- Implemented new gameplay mechanics based on the GDD.
- Implemented UI based on wireframes and mockups.
- Created a custom scripting language for easily create the game story.
- Developed custom physics for the game's main mechanic.
- Designed and developed internal Unity editor tools for Testing, QA, and workflow improvement.
- Created external Unity editor tools using WindowsForms and JavaScript for FMOD editor.

TheSign Comics & Arts Academy | Assistant professor

October 2019 - July 2021 | Firenze (FI)

- Instructor for practical laboratory sessions.
- Taught classes on Game Design Patterns, Editor Scripting, and Photon Networking with Unity.
- Taught classes on Tool Programming with WindowsForms and scripting in FMOD with JavaScript.

EDUCATION

EVENT HORIZON – SCHOOL OF DIGITAL ARTS | Firenze (FI)

Game Programming, 2019 - Grade: **30/30**

SCIENTIFIC HIGH SCHOOL A. VOLTA | Colle di val d'elsa (SI)

Scientific High School Diploma, 2009 - Grade: **72/100**

OTHER SKILLS

- Knowledge of development tools: Rider, Git, Trello, Hack&Plan, Monday.
- Ability to communicate and coordinate with other departments within the team.
- Ability to analyze, design, and implement UML.
- Excellent problem-solving skills.
- Ability to divide and organize work.
- Basic knowledge of Swift programming language.
- Good knowledge of the English language.

CONTACTS

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