

ANDREA PULLIA

Gameplay Programmer

Milan, Italy

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EXPERIENCE

PlaySys

October 2025 - Present

Game Programmer

Milan, Italy

- Developed Unity 6 PlayerController for an FPS horror (not announced game)
 - Movement (Jump, Run, Crouch), Weapons, Inventory, Crafting, Camera Settings, Animation Scripting, Debug UIs, RenderTexture UIs, Gamepad UI Navigation
- Developed Unreal Engine 5 PlayerCharacter & Motorbike Controller (not announced game)
 - Chaos Vehicles, Vehicles Configuration, Hands & Feet IK (while driving), Manual & Automatic Gear Shift, Debug UIs, Chaos debug commands, Sync player & Vehicle animations

Shadapps Srl

June 2023 - September 2023

Junior App Development Manager

Milan, Italy

- Full-stack development (React, Node.js, MongoDB)

Lionbridge Games Crowd · GameTester.gg

2020 - Present

PlayTester

Remote

- Load testing and bug reporting for different game titles (e.g., New World)

EDUCATION

University of Milan, Italy

2024 - Present

M.S. in Computer Science

Interaction & Multimedia Pillar: Videogame track

University of Milan, Italy

2020 - 2024

B.S. in Computer Science

Thesis: Creation and Implementation of an algorithm for MAPD with online estimation of task probability distribution

TECHNICAL SKILLS

Languages

C++, C#, Python 3, GDScript (familiarity with Go, Java and Javascript)

Engines & Frameworks

Unreal Engine, Unity, Godot (familiarity with Processing and OpenGL)

UE modules

Chaos Vehicles, Enhanced Input System, Procedural Mesh Component, Paper2D

IDEs & Text Editors

Visual Studio (Unity), Rider (Unreal), CLion (OpenGL), Visual Studio Code

Tools

Git, Perforce P4 (Helix Core), SourceTree

SOFT SKILLS

Problem Solving, Time Management, Critical Thinking, Attention to Detail, Work Ethic

LANGUAGES

Italian (native), English (Fluent; C1 Cambridge Certification)

INTERESTS

Dungeons & Dragons (Game Master) · PC building

Favourite Game Genres: Souls-like & Metroid-vania