



ANDREA PULLIA

GAMEPLAY PROGRAMMER

CONTACTS

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TECHNICAL SKILLS

- Unity 6
- Godot 4 (GDScript)
- Unreal Engine 5 (Paper2D)
- C++
- Java (JavaFX, JUnit)
- Python 3
- Git

LANGUAGES

- English (Fluent; C1 Cambridge Certification)
- Italian (Native)

SOFT SKILLS

- Problem Solving
- Time Management
- Critical Thinking
- Attention to detail
- Work Ethic

INTERESTS

- Game Master (D&D, 7th Sea)
- PC building
- Favourite Game Genres: Souls-like & Metroid-vania

PROFILE

I am a Master's student in Computer Science with a strong motivation to enter the video game industry. I developed a game prototype in Unity as part of the Online Game Design course and I am currently working on a personal project using Unreal Engine 5 (Paper2D).

I also completed a course on Unreal Engine 4 and C++ from GameDev.tv, which gave me a solid foundation to understand how the engine works.

I am looking for an opportunity to start my professional career in the industry while continuing my university studies.

WORK EXPERIENCE

Shadapps Srl

2023

Junior App Development Manager | Hybrid

- Frontend development with React
- Backend development with node.js and mongodb

GameTester.gg

2022 - PRESENT

Playtester | Remote

- Shared feedback aimed at improving the user experience
- Reported bugs after testing sessions

Lionbridge Games Crowd

2020 - 2022

Playtester | Remote

- Load testing of servers for online titles (e.g., New World)
- Shared feedback to enhance the player experience
- Reported bugs after each test session

EDUCATION

Master's Degree in Computer Science

2024 -

University of Milan

Interaction & Multimedia Pillar: Videogame track

Bachelor's Degree in Computer Science

2020 - 2024

University of Milan

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

PROJECTS

Battle For Arcanum (Online Game Design Project, Unity)

Quaternion Visualizer (Computational Geometry Project, Godot)

Various Projects (Artificial Intelligence For Videogames, Unity)

2.5D Metroid-vania set in a computer network (Personal Project, Unreal Engine 5 & Paper2D)