ALESSANDRO TIRONI – GAMEPLAY PROGRAMMER

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ABOUT ME

Gameplay Programmer with over 5.5 years of experience in the games industry using Unreal Engine (C++/Blueprints), and 5 years of experience with Unity through academic research and personal projects. Specialized in implementing player movement systems, animation systems, and AI behaviors. Particularly interested in 3C and animation programming, with a passion for creating compelling gameplay experiences through efficient, maintainable code.

WORK HISTORY

Gameplay Programmer – *Storm in a Teacup*, Rome   September 2019 – Present

Steel Seed (third-person stealth and action adventure), [Steam](#), [Trailer](#)

- Implemented core player movement systems: **locomotion, parkour, climbing, cover, melee combat**.
- Responsible for the full implementation and integration of **character animation systems**, including **multi-layer animation state machines**, **branching sequences** and procedural systems with **IK and physics/ragdoll setups**.
- Developed **modular AI architectures** combining **finite hierarchical state machines**, **behavior trees**, and **environment-based decision-making** for responsive and efficient pathfinding and behavior control.
- Implemented core systems to integrate the player into **cinematic sequences**, developed tools for controlling cutscene flow, and supported **event scripting** for both interactive and non-interactive in-game scenes.
- Responsible for the **technical implementation of localization workflows**, creating **Python** tools to automate processing and integration of both text and voice-over assets.
- Contributed to the development and maintenance of a **broad C++ backend** and a suite of **visual scripting tools** to support non-technical team members, from early prototyping to late production stage.

Research Consultant, Research Fellow – *University of Milan*   May 2017 – August 2019

MoveCare (H2020 European research project), [Website](#)

- Developed **exergames** for postural exercise and an **empathic virtual caregiver** as part of the MoveCare project using **Unity**.
- Implemented **support for multiple human interface devices** to provide an easy-to-use interface to the players.
- Conducted **research** culminating in an M.Sc. thesis on **serious games for health**.
- **Co-authored and presented a paper** at the 7th IEEE International Conference on Serious Games and Applications for Health.

TALKS AND EVENTS

- **Speaker**, Unreal Engine Meetup Rome #19 & #20: "Tips for a game programming portfolio" – December 2024 – February 2025, Rome, Italy
- **Speaker**, Unreal Engine Meetup Rome #17: "Melee Combat System: Building Blocks" – December 2023, Rome, Italy
- **Speaker**, 2019 IEEE 7th International Conference on Serious Games and Applications for Health (SeGAH): "*An Empathic Virtual Caregiver for assistance in exer-game-based rehabilitation therapies*" – August 2019, Kyoto, Japan

CONTRACT WORK

- **Teacher**, AIV – Accademia Italiana Videogiochi: lectures on Unreal Engine 4 programming for the Programming course of the academy – June 2021, Rome, Italy

EDUCATION

Master of Science: Computer Science   2016-2019
 University of Milan - Department of Computer Science, Via Celoria 18, 20133 Milan

Bachelor of Science: Computer Science   2013-2016
 University of Milan - Department of Computer Science, Via Celoria 18, 20133 Milan

High School Diploma   2008-2013
 Liceo Scientifico Statale "Filippo Lussana" – Bergamo, Italy

SKILLS

Tech Skills

- 5+ years' experience in professional game development with Unreal Engine 4 and 5.
- 5+ years' experience in game development on Unity game engine.
- Proficient in C++.
- Solid 3D Math skills.
- Experienced in software version control management with Git and Perforce.
- Strong debugging and optimization skills across gameplay systems.
- Expertise with C# and Python scripting.

Soft Skills

- Strong problem-solving mindset with a focus on player experience and code clarity.
- Ability to proactively analyze complex problems to identify critical issues and set effective priorities.
- Comfortable working both autonomously and in a team setting.
- Leadership abilities to organize and direct small groups of creative individuals.
- Strong communication skills.
- Ability to write clear and concise technical documentation.
- Passionate in video games, especially action-adventure, turn-based and action RPGs.

LANGUAGES

- **English,** upper intermediate.
- **Italian**, native.
- **French**, beginner.