



Attilio Carotenuto – Game Designer & Developer

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More than 7 years of experience working on videogames, on various roles ranging from game developer and designer to project manager and director. I have experience working on studios and teams of every size, from big productions in 20+ people team in companies such as EA and King, to smaller team sizes running my own company and acting as game director.

I've worked on games at all stages, from concept and prototyping to production, live release and maintenance, on all platforms, including mobile, web, console and PC.

Work Experience

Game Director – Himeki Games & Freelancing – June 2015 to Present

- Created and directed An Oath to the Stars, a hardcore Danmaku SHMUP. Covered all phases of development from concept and prototyping to release on multiple platforms. I was responsible for direction, production, programming and game design, and I also formed and managed a small team to cover all the other areas.
- I've worked as a Tech Director and sole developer with XOGames and QuiteFresh on Monster Snap, a retro arcade mobile game using Unity.
- Contracted on multiple games for various platforms, including Epic Flail, ComicBoy, CatchPhrase.

Senior Game Developer – Space Ape Games – London – December 2014 to May 2015

Developing Samurai Siege for iOS and Android.

- Working with Unity3D and C#, developing gameplay, AI, UI and networking.
- Supporting Live operations from client, implementing online features to be able to support online events.

Game Developer – King - London - May 2013 to November 2014

I've created Mobile and Facebook games played by more than 120 millions daily active users and translated in 14 languages.

- Working on Farm Heroes Saga, currently on the Top-5 games on App Store, Google Play and Facebook. Developing on a multi-language, multi-platform project, taking into account the different requirements of each platform and device while working on a shared codebase.

- Developing the mobile app in C++ and the Facebook client using Flash, communicating with a shared Java back-end.
- Working with designers to create new game elements, powerups and blockers, creating prototypes and quickly iterating between different ideas.
- Maintaining a shared codebase and libraries supporting multiple games and platforms between different studios.
- Interviewing candidates and reviewing programming tests. On-boarding and coaching new joiners in the studio.

Game Developer - Playfish/EA MAXIS - London - August 2012 to April 2013

I've worked as a game developer, creating games played by millions of players worldwide.

- Worked on an unannounced Facebook social project developed using Flash, based on a well-known Maxis brand.
- I've worked on the internal central shared engineering team, building tools meant to support games of the The Sims brand, including a CMS to easily create and test new game contents.

Technical Reviewer - Packt Publishing - May 2012 to Present

Responsible for the review process of Packt Publishing books and video courses regarding game development, programming and tools usage.

Flash Game Developer - Drowtales Studio Inc. - July 2011 to November 2011

Worked as a freelance as the Lead Flash Programmer for the Sealers Project.

The game has been featured at a number of conventions and fairs, including Youmacon 2011 and Connecticon 2012.

Technical Expertise

- Game AI, including Behaviour trees, path-finding, autonomous systems, simulations etc.
- Profiling and optimisation
- Rapid prototyping
- Programming Languages: C#, C/C++, Objective-C, Javascript, Java, ActionScript 2/3, LUA,
- Agile Development with Scrum, Kanban
- Version Control Systems: SVN, Git, Mercurial