Attilio Carotenuto – Game Designer & Developer

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More than 8 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 30+ 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 many platforms, including mobile, web, consoles and PC.

Work Experience

Game & Tech 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 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 made in Unity.
- Contracted on multiple games for various platforms, including Epic Flail, Escape the Page, CatchPhrase.

Certification Developer SME – Unity Technologies – November 2017

- Contracted by Unity to develop the Unity Certified Programmer exam as part of a team of experts.
- Developed questions covering all areas of the Unity Engine, with a focus on the Programmer role
- Tested and approved all exam questions
- Made sure the questions covered all areas of the exam Blueprint and reflected the right candidate profile for the certification

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

- Developed Samurai Siege for iOS and Android using Unity3D and C#, covering many areas including Gameplay, AI, UI, SDK integration, CMS and networking.
- Supporting Live operations from client, implementing online features to be able to support online events and tournaments.

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

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

- Worked on Farm Heroes Saga, one of the Top-5 games on App Store, Google Play and Facebook. Developed 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 Visual Studio and the Facebook client using Flash, communicating with a shared Java back-end.

- Working closely with designers to create new game elements, powerups and blockers, creating prototypes and quickly iterating between different concepts.

- Maintaining a shared codebase and libraries supporting multiple games and platforms among 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

- Worked on an unannounced Facebook social project developed using Flash, based on a well-known Maxis brand.

- I've worked on the internal 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

Developed Sealers, a Tower Defense game, as the Lead Flash Programmer. The game has been featured at various conventions and fairs, including Youmacon 2011 and Connecticon 2012.

Technical Expertise

- Game Engines: Unity, Unreal Engine 4, Phaser 2 & 3, Cocos2d & Cocos2d-x, XNA, Flash & Flex

- Programming Languages: C#, C/C++, Objective-C, Javascript, Java, ActionScript 2/3 & MXML, LUA, Python

- Debugging, Profiling and Optimisation

- Project management, Planning and Agile development using Scrum and Kanban

- Version Control Systems: SVN, Git, Mercurial, Unity Collaborate