- Stockholm, Sweden
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Alberto Muratore

→ GAME PROGRAMMER

Career Objective

After completing university studies in History, I chose to turn my long-time passion for game development into a professional career. Over the past few months, I have gained hands-on experience working remotely with small studios and independent creators, honing my programming skills. I am now eager to bring my expertise, creativity, and dedication to an established game development studio.

Technical Skills

- C#, Blueprint, GDScript, Lua, GML
- AI Design
- Procedural Generation
- P2P networking
- Low-level optimization
- Audio middleware (Wwise & FMOD)

Additional Skills

- Historical research
- Narrative design
- Documentation writing
- Sound design & music production
- Languages:
    English, French, Italian

Education

2018 - 2024 **Bachelor & Master's degrees in History at University of Milan (Italy) and Sorbonne University (Paris, France)**
Graduated cum laude

Work Experience

Game Programmer

Atollo | Crudaluna Media | Milan (Italy) / Remote
    Feb 2024 - Present

I am currently developing an exploration game on PICO-8. I focused on **optimizing memory and CPU performance** under the platform's technical constraints, programming AI systems and implementing **advanced procedural generation** algorithms for world creation. I also designed and developed **procedural animations** while refining and balancing gameplay mechanics to ensure an engaging player experience.

Solo Programmer & Game Designer

Abstract Arena | Credici | Rimini (Italy) / Remote
    Mar 2016 - Aug 2017

I developed and published a competitive action-shooter game on Steam, managing **all aspects of development**. I designed and implemented a dynamic **AI system**, multiplayer **peer-to-peer networking**, core mechanics, and all the visual assets. I also showcased the game at **Svilupparty 2017**, earning recognition from the Italian indie game development community.

Audio Programmer & Team Coordinator

Mawforged | Axiosys | Remote
    May - Aug 2024

During the pre-production stage of Mawforged, an open-world RPG game developed in Unreal Engine, I **led the audio team** by creating detailed documentation to define the game's sonic style and vision. I also **designed and implemented** all sound effects for the first playable prototype using **Wwise**. Additionally, I supported team management by conducting interviews and evaluating candidates.