



## Attilio Carotenuto – Game & Tech Lead

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More than 13 years of experience working on videogames as a developer and designer, creating award-winning titles played by millions of people everyday. I have experience working on studios and teams of every size, both onsite and distributed, and also running my own company and acting as game director. I have worked on games at all stages of development, from concept and prototyping to production, live release and maintenance, and on many platforms, including mobile, web, consoles and PC.

### Work Experience

#### **Yager Entertainment - Lead Online Game Engineer - October 2020 to Present**

- Working on The Cycle Frontier, a competitive online shooter made with the Unreal Engine 4 and C++.
- Backend development using PlayFab, Azure (FunctionApp, SignalR, Redis etc), Terraform, AWS, previously used .NET microservices, RabbitMQ, Kubernetes. Managing dedicated server hosting and matchmaking.
- Mentoring and coaching direct reports, doing 1on1s and providing feedback and support.

#### **Foxglove Studios - Senior Engineer & Designer – October 2018 to October 2020**

- Worked on The Muscle Hustle and multiple Snipers vs Thieves, online multiplayer games made in Unity.
- Developed game features and prototypes, realtime and async multiplayer with Photon, UI and AI.
- Backend development using Node.js, developing live events scheduling, subscriptions, sales and more.
- Worked with AWS infrastructure (Elastic Beanstalk, DynamoDB, S3, Cloudfront, Lambda) using Terraform and Docker. Managed game builds using Jenkins and Fastlane, and did Live-ops for online events.
- Produced and reviewed GDDs, TDDs, pitch decks for new games, and interviewed candidates for all roles.

#### **Himeki Games & Freelancing - Game & Tech Director – May 2015 to November 2018**

- Created An Oath to the Stars, an arcade shooter released on Steam and other platforms. Covered direction, production, programming and design, and led and managed a team to cover all the other areas.
- Worked as the Tech Director and sole developer on Monster Snap, a retro arcade mobile game in Unity.
- Contracted by Unity to write the Unity Certified Programmer exam as part of a team of experts.
- Developed multiple games for various platforms, including Epic Flail, Comic Boy, CatchPhrase and more.

#### **Space Ape Games - Senior Game Developer – December 2014 to May 2015**

- Developed Samurai Siege for iOS and Android using Unity and C#, covering many areas including Gameplay, AI, UI, SDK integration, analytics, CMS, shaders, animation and async multiplayer.
- Implemented online features to support Live operations, online events and tournaments client-side.

#### **King - Game Developer - May 2013 to November 2014**

- Worked on Farm Heroes Saga, one of the Top-5 games on the iOS App Store, Google Play and Facebook.

- Developed the mobile game in C++ and Visual Studio and the Facebook client in Flash, communicating with a Java backend. Maintained shared libraries supporting multiple games among different studios.
- Worked closely with designers to implement new gameplay elements and prototypes.
- Interviewed candidates and helped setting up the Berlin studio original dev team.
- On-boarding and coaching new joiners in the studio as a Dev Manager.

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

- Gameplay development on an unannounced Facebook game in Flash, based on a popular Maxis brand.
- Developed tools for The Sims Social, including a CMS to easily create and test new game contents in Flex.

### **Freelance Game & Web Developer - June 2009 to August 2012**

- Developed Sealers, a Tower Defense game, for DrowTales Inc. as the Lead Flash Programmer.
- Worked on many independent games published on Kongregate, FGL, Newgrounds and other portals, using Flash, Unity, Cocos2d, and XNA for Xbox360 among others.
- Developed websites using Dreamweaver, Flash, Joomla and Wordpress for various clients.

### **Technical Expertise**

- Deep knowledge of the Unreal Engine 4, including UMG and programming in C++ and Blueprints.
- Extensive experience with Unity, on more than 10 commercial games, including HDRP and DOTS.
- Certified AWS Solutions Architect & Developer. Additional experience in Azure and Google Cloud.
- Other Game Engines, such as Phaser 2 & 3, Cocos2d & Cocos2d-x, XNA, Flash & Flex.
- Languages: C/C++, C#, Python, Typescript, Javascript, Java, Actionscript 2/3 & MXML, LUA, Objective-C.
- AI development using techniques such as Behaviour Trees, Action Planning, FSM, and Machine Learning.
- Built game tools, such as CSMs, Level and Node editors, using Qt, Flex, and inside Unity and Unreal editor.
- Expertise in Debugging, Profiling and Optimisation, and familiarity with Graphics Rendering Pipelines.
- Project management, Planning and Agile development with Scrum and Kanban, using Jira and Trello.
- Build automation, deployment, and CI/CD using Jenkins, TeamCity, Gradle, CMake, Maven, and Ant.
- Version Control Systems, such as Perforce, Git, Mercurial, SVN, and Unity Collaborate.

### **Additional Experience**

- Interest in Data Science and ML, completed IBM Data Science and AI Professional Specialisations.
- Published featured technical and general articles on Gamasutra, GameCareerGuide and other websites.
- Frequent Conference Speaker on various topics, as well as mentoring students and younger developers.
- Technical Reviewer for Packt books and video courses on programming, game and tools development.