



Attilio Carotenuto – Game & Tech Lead

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Game Development expert with over 16 years of experience, working on award-winning games played by millions of people. I have extensive experience leading teams, hiring and managing engineers, mentoring, negotiating and scoping projects, roadmaps, while working on all aspects of game development, using Unity and Unreal, covering Gameplay, UI and AI to Backend, Tools and Build Pipeline, on all platforms including PS5, Xbox, PC, VR, and Mobile. I am also a Certified Cloud Architect on Azure and AWS. An expert about the gaming industry and current trends, I am passionate about game preservation and collecting.

Work Experience

Unity Technologies - Engineering Manager, Technical Lead - 2/2023 to Present

- Leading co-dev work on major games such as Fall Guys, Phasmophobia, Undisputed, and Disco Elysium.
- Responsibilities include project scoping, porting to PS5/Xbox/VR/Mobile, integrating Online Services such as Vivox and UGS, Networking and Multiplayer, Anti-cheat, Profiling and Deep Optimisation.
- Managing a team of developers, mentoring and supporting them on their day-to-day and providing a framework for professional growth (later converted to Technical Lead due to company restructuring).
- Frequently meeting with clients and partners, discussing requirements, scoping, and providing estimates.
- Providing training through technical presentations, blogposts, and public talks (Unite, Games Ground etc).

Yager Entertainment - Lead Online Game Engineer - 10/2020 to 2/2023

- Worked on The Cycle Frontier, an online extraction shooter made with Unreal Engine 4, from Preproduction through Closed/Open Alphas and Betas, until release and three live seasons.
- Admin of the Azure (FunctionApp, SignalR, Redis, CosmosDB etc) and AWS cloud infrastructure, using Terraform, and of the PlayFab backend. Also used .NET microservices, Docker, RabbitMQ, Kubernetes.
- Built matchmaking system, and managed dedicated multiplayer server hosting and scalability.
- Ran workshops to teach other engineers how to work with Cloud infrastructure, Terraform and Playfab.
- Managed and mentored direct reports, doing 1on1s, performance reviews, and giving frequent feedback.
- Hiring Manager for Online Engineers, interviewing and providing hiring and promotion decisions.

Foxglove Studios - Senior Engineer & Designer – 10/2018 to 10/2020

- 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 – 5/2015 to 11/2018

- 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 – 12/2014 to 5/2015

- 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 - 5/2013 to 11/2014

- 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 mentoring new joiners in the studio as a Dev Manager.

Playfish/EA MAXIS - Game Developer - 8/2012 to 4/2013

- 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 - 6/2009 to 8/2012

- 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 Unreal Engine 4/5, including UMG and programming in C++ and Blueprints.
- Extensive experience with Unity, on more than 18 commercial games, including URP and DOTS.
- Cloud infrastructure expert using Azure, AWS and Terraform. Additional experience using Google Cloud.
- Experience with 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, Plastic SCM, and Unity Collaborate.

Additional Experience

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

Professional Certifications

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| • Microsoft Certified Azure AI Engineer Associate, 5/2025 | • Microsoft Certified Azure Solutions Architect Expert, 7/2023 |
| • Microsoft Certified Azure Administrator - Associate, 4/2023 | • Microsoft Certified Security Operations Analyst, 1/2023 |
| • Microsoft Certified Azure Developer - Associate, 7/2022 | • AWS Certified SysOps Administrator - Associate, 4/2022 |
| • AWS Certified Developer - Associate, 11/2021 | • AWS Certified Solutions Architect - Associate, 6/2021 |
| • Hashicorp Certified Terraform - Associate, 1/2022 | • Unity Certified Expert Programmer, 8/2023 |
| • Unity Certified Professional Artist, 4/2024 | |