



Attilio Carotenuto – Game & Tech Lead

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More than 13 years of experience creating award-winning titles played by millions of people everyday.

I provide strong technical leadership, managing teams, hiring and mentoring engineers, while covering the full stack from gameplay, UI and AI to backend, build pipeline and cloud infrastructure.

I have managed teams both onsite and distributed, and worked on games at all stages of development, from concept and prototyping to production and live operations, on all platforms.

Work Experience

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

- Working on The Cycle Frontier, an online extraction shooter made with the Unreal Engine 4 and C++.
- Administrator of the Azure (FunctionApp, SignalR, Redis, CosmosDB etc) and AWS cloud infrastructure, using Terraform, and of the PlayFab backend and MP server hosting. Running workshops to teach engineers how to work with them. Also used .NET microservices, Docker, RabbitMQ, Kubernetes.
- Built matchmaking system, and managing dedicated server hosting and scalability.
- Mentoring and coaching direct reports, doing 1on1s and providing feedback and support.
- Hiring Manager for Online Engineers, interviewing candidates and providing hiring decisions.

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.
- Cloud infrastructure expert using Azure, AWS and Terraform. Additional experience using 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

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