# Alessio Acampora

Arlesey - Bedfordshire, UK
07730.374545 · acampora199@gmail.com
Works: http://alessioacampora.co.uk/

## Entry-Level Game programmer / AI / software engineer

*I recently graduated with a BSC in computing for games and achieved a second class of honour - upper-division (2:1) at Falmouth University. I am currently attending a Master's in Artificial Intelligence for games at Falmouth University.*

I am specialized in Artificial Intelligence with training in Machine learning technologies. I quickly master new software packages and hardware technologies.

I am recognized for my engaging demeanor, known for working well in deadline-driven environments.

**My career ambition is to become a Videogames Programmer and I am looking to find a job opportunity in the IT industry to increase my experience with computers and technology.**

### Areas of Emphasis

- *Reliable*
- *Good verbal communication*
- *Excellent team worker*
- *Initiative / Self-motivated*

- *Planning and organizing*
- *Flexibility*
- *Fast learner*
- *Collaborative*

## Technical Proficiency

Unreal Engine 4, Unity 3D, C#, Python, Team Worker, Agile Trained

*What I don't know is not a limit for me… I can learn it*

## Professional Experience

Nucleus Global LTD – London, UK
**Seasonal Digital Admin, July 2017 to September 2017**

*Responsible for managing content for E-learning websites on WordPress. Worked with other admins to oversee the digital rights of Nucleus Global content across online platforms, specifically WordPress; provide high-level support to the Senior member of the team.*
**Selected Achievements:**

Ensuring that texts and the assets (video, images, etc.) were translated correctly.

Make sure that the content (text and HTML code) was well formatted and checked thoroughly QC testing to ensure that all the website worked correctly before publication.

Managing tasks and workload following Agile practices using software tools like Jira, Slack, etc. Daily meetings and scrum with line manager and the rest of the team to keep the project updated.

Reporting any issues related to the project, to line manager and the team.

Training the new Digital Administrator.

*…continued…*

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## Educational Background

**Falmouth University, Falmouth, UK**

*Master's degree in Artificial Intelligence for games – September 2021- present*

**Falmouth University, Falmouth, UK**

*Bachelor's Degree in Computing for games, September 2017- July 2021*

**Awarded Honours: Upper Second-Class Honours (2:1)**

*University of Arts London, London, UK*

**Summer Course in Game Design - July 2021 - July 2022**

*Awarded Certificate of Completion*

**Westminster Kingsway College, London, UK**
*BTEC Animation and Game Design - July 2015 - July 2017*
*Awarded BTEC Distinction Certificate in Animation and Game Design*

## Projects

### Death Hawk - Pillars of Creation (2022)
**Role:** Gameplay Programmer, Engine Programmer, AI Programmer
**URL:** https://pillarsofcreation.itch.io/death-hawk

**Selected Achievements:**
- Setup and Implementation of VR features in Unreal 4 Environment
- Creation and implementation of AI Agents
- Managing and supporting for team's Repository
- Setup and manage team's communications

### Nagamaki Grind -Puddle o' Tigers (2021)
**Role**: Gameplay programmer, AI programmer, Physics Programme
**URL**: https://puddle-o-tigers.itch.io/nagamaki-grind

**Selected Achievements:**
- Setup and Implementation of Gameplay Features
- Creation and implementation of AI Agents
- Managing and supporting for team's Repository

### Project TUNG - UP n' ATOM (2020)
**Role:** Gameplay programmer, Physics Programmer
**URL:** https://upnatom.itch.io/project-tung

**Selected Achievements:**
- Setup and Implementation of Gameplay Features
- Creation and implementation of AI Agents
- Managing and supporting for team's Repository