Arlesey - Bedfordshire, UK   0747 4460936 · acampora199@gmail.com

Alessio Acampora

Works: http://alessioacampora.co.uk/ - Repository: https://github.com/AAcampora?tab=repositories

Junior - Mid Frontend Developer

Enthusiastic Junior Frontend Developer with 1.8 Years of Hands-On Experience in Web and Game Development

Enthusiastic and driven Junior Frontend Developer with 1.8 years of hands-on experience in the video game and gambling industries. With a strong educational background including a bachelor's in computing for Games and a Master's in Artificial Intelligence for Games, I have honed skills in game design, programming, and software development. Eager to transition these skills to frontend development, I am committed to creating engaging and user-centric digital experiences. I am actively seeking opportunities to grow my expertise and contribute to innovative projects in the IT industry.

Technical Proficiency

Frontend Technologies: TypeScript, JavaScript, React, Pixi.js, Bootstrap v5.0, CSS, HTML5
Software Development: Unity 3D, Unreal Engine 4, C#, C++, Python, Godot
Design & Development: 3D Modelling (Blender), Storyboarding, Narrative Writing, Game Design
Project Management: Agile Trained, Source Control, Testing, Task management, Team leading
Soft Skills: Reliable, Strong Verbal Communication, Excellent Team Player, Fast Learner, Initiative, Collaborative, Flexible

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

Professional Experience

PUSH GAMING Push Gaming – London, UK
Junior Game Developer, February 2023, August 2024

As a Junior Game Developer at Push Gaming, I played a crucial role in developing and maintaining code for cutting-edge reel games, contributing to the success of a dynamic and forward-thinking game development studio.

My responsibilities included:

- Conceiving, designing, and implementing code to enhance gameplay features and functionalities. Creating new libraries for Pixi.js to streamline development and improve performance.
- Overseeing the maintenance and optimization of existing codebases to ensure game stability and performance.
- Identifying and resolving issues within the codebase through thorough debugging and troubleshooting.
- Collaborating closely with cross-functional teams, including designers, artists, and other developers, to meet project goals and deadlines.

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

In my role as a Digital Content Administrator, I managed content on e-learning websites built with WordPress and supported the senior team member in various tasks.

My responsibilities included:

- Ensuring accurate translation and quality control of digital assets (texts, videos, images).
- Verifying the formatting and functionality of content and HTML code before publication.
- Managing tasks and project workflows using Agile practices and tools like Jira and Slack.
- Conducting daily meetings and scrum sessions, reporting issues, and providing training to new team members.

Education al Background

Meta, Certification in Front-End Development
Currently Enrolled **-** *Expected Completion: September 2024*

Falmouth University, Falmouth, UK
Master's degree in Artificial Intelligence for games – September 2021- July 2022
Awarded Merit Degree

Falmouth University, Falmouth, UK
Bachelor's degree in computing for games, September 2017- July 2021
Awarded Upper Second-Class Honours (2:1)

University of Arts London, London, UK
Summer Course in Game Design - *July 2017 - July 2017*
Awarded Certificate of Completion

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

Projects

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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.

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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

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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

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